



PLAYERS HANDBOOK II



David Noonan



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Introduction

When you play a character in a *Dungeons & Dragons*® game, it's all about the choices you make. Every facet of your character that makes him or her unique is the product of a conscious decision on your part.

Player's Handbook II is all about expanding your choices—sometimes in ways you might expect (new classes, new feats) and other times in ways you might find surprising, such as a set of rules for re-engineering your character (about which we have more to say below).

Chapter 1: New Classes expands the roster of standard classes by four, with the addition of the beguiler, the dragon shaman, the duskblade, and the knight. Any of these classes would be a fine choice if you want to play a character that doesn't fit any of the archetypes that are represented by the other classes we have published.

Chapter 2: Alternate Class Options revisits eighteen of those other classes—the eleven from the *Player's Handbook* as well as seven others (such as the scout and the favored soul) that made their debuts in supplements. We look at these classes with a fresh set of eyes, providing for each one an alternate class feature, three new starting packages, and a discussion of character themes that are appropriate for the class in question. If you're intrigued by the idea of playing a cleric who spontaneously casts domain spells instead of *curse* spells, check out page 37 for the particulars.

Player's Handbook II would not be a book worthy of its title if it didn't present new feats and spells. **Chapter 3: New Feats** contains more than 100 additions to the vast selection of feats in the D&D® game, and **Chapter 4: New Spells** presents a similar number of new choices for spellcasters of all sorts.

This book starts to blaze its own trail in **Chapter 5: Building Your Identity**, which contains dozens of brief discussions on how to add more depth and realism to your character's background and personality, plus some advice on how best to fulfill your role as a player at the gaming table.

Chapter 6: The Adventuring Group takes a step back in perspective, focusing on the characters who collectively make up a particular kind of party. How did these would-be heroes come together in the first place, and what part does each one of them play in a well-rounded group of

adventurers? The chapter also includes a few new teamwork benefits, expanding on a concept that was introduced in *Dungeon Master's Guide II*.

Characters are defined not only by who they are as individuals and by the other PCs they travel with, but also by the relationships they form with likeminded individuals whose heritage or interests compel them to follow a common cause. **Chapter 7: Affiliations** describes a new kind of group that characters can belong to—they rise or fall in status within their affiliations according to their deeds and their qualifications, and the most motivated and successful of them all can even advance to a leadership position. In addition to a number of fully fleshed-out example affiliations, this chapter provides guidelines for players and DMs who want to create affiliations that are unique to their campaign.

Perhaps the most intriguing new concept in this book is presented in **Chapter 8: Rebuilding Your Character**. While many DMs and players have created house rules for handling situations involving the reselection of feats, reallocation of skill ranks, altering ability scores, and so forth, the D&D game has never before had official rules on the topic of revising your entire character. So whether your dwarf fighter just regrets a single bad feat choice or wishes he were actually a half-orc barbarian or an elf sorcerer, Chapter 8 offers rules and advice that covers the subject of character rebuilding from start to finish.

Finally, an extensive **Appendix** sets forth an efficient method for quick generation of new player characters or NPCs, which (among other things) streamlines the process of selecting skills and feats. The next time you need a character in a hurry—or even if you don't—check out this system.

WHAT YOU NEED TO PLAY

Player's Handbook II makes use of the information in the three D&D core rulebooks: *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). It also includes material that expands upon some of the content of several supplements, including *Complete Warrior*, *Complete Divine*, *Complete Arcane*, *Complete Adventurer*, and *Miniatures Handbook*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary for you to make use of the vast majority of this book.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the class features, feats, spells, and items in *Player's Handbook II* use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

Casting a quickened spell is a swift action. In addition, casting any spell with a casting time of 1 swift action (such as *blade of blood*;

see page 103) is a swift action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.



Illustration by R. H. Smith

This chapter introduces four new standard classes, each designed to fill a specific niche in the game. Like any new classes, they provide players with more options when it's time to make characters and provide DMs with new potential foes to pit against the PCs.

Beguiler: The *warmage* (described in *Complete Arcane*) is an arcane spellcaster who focuses on a tightly themed group of spells. The beguiler takes that idea and does for enchantment and illusion spells what the warmage did for evocation. With a dash of transmutation thrown in, the beguiler is the ultimate versatile spellcaster, with a trick or solution for every encounter.

Dragon Shaman. Drawing on the ancient power of dragons, the dragon shaman provides powerful boosts to every character in the party. The defensive and augmentation abilities of this class allow a group with a dragon shaman to adventure without a cleric.

Duskblade: This class provides melee combat abilities and arcane spellcasting in equal measure. Although other ways to achieve this mix of powers exist, including multiclass characters and prestige classes, the duskblade offers this combination from 1st level and throughout all levels of play.

Knight: Skilled with armor and shield, a knight controls the battlefield in ways that no fighter or paladin ever could and can ensure that foes center their attacks on the knight

rather than on more vulnerable allies. No other melee-oriented class has so much defensive prowess or ability to influence what foes do in combat, aspects of the game that are usually the province of spellcasters. While an able melee combatant, the knight is different in play from all previous melee combat classes because of his control-oriented abilities.

NEW STARTING PACKAGES

One of the features of *Player's Handbook II* is a new treatment for starting packages, expanding on the concept behind the starting packages previously presented in the *Player's Handbook* and other publications. The new classes described in this chapter and the eighteen other classes discussed in Chapter 2 have three starting packages for you to choose from. Each package has an evocative title that describes the character's role in the party (such as "Defender" or "Controller") to give you an idea of the concept behind it. Some descriptions appear more than once—for example, both the fighter and the ranger have a starting package called "The Archer." Some of these titles match those in Table A-3: *Feat Progressions by Party Role* (starting on page 109), but such similarities do not necessarily extend to the feats recommended. A race is specified for each package, but you can adjust the details to fit any race without too much trouble.

Each package specifies a race, ability scores (which include racial modifiers), skills, feats, gear, and if appropriate, spells and class features. The skills all have maximum ranks—4 ranks in each class skill and 2 ranks in each cross-class skill. (Cross-class skills are designated by the letters “cc.”) Spells in parentheses are available only if your character’s key ability score for spellcasting is high enough to grant a bonus 1st-level spell (or, if the character is a wizard, her Intelligence bonus is high enough to grant bonus spells in her spellbook). The class features section appears only for characters who have optional class features available at 1st level, such as clerics (domains), druids (animal companions), and sorcerers and wizards (familiar).

You can use these starting packages in any way you like. You are welcome to swap one skill for another, one feat for another (provided that your character meets the prerequisites), one spell for another, or one piece of gear for another of roughly equivalent value (within 5 gp). With a couple of exceptions, the starting packages in this book use only information available in the *Player’s Handbook*. Thus, if you have access to other rulebooks, you might want to swap out a few feats or weapons for options provided in those publications. The class features are likewise customizable.

Most packages include the standard adventurer’s kit—backpack, belt pouch, bedroll, flint and steel, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and waterskin. (Monks don’t get the sunrods because they have too few gp at 1st level.)

BEGUILER

“You know me. I’m as good as my word, and my life is an open book.”

—said with a straight face by Anastria Nario,
half-elf beguiler

Some hold truth to be the greatest virtue, but it can do more damage than fiction. Everyone lives in a constant state of deception. White lies, false smiles, and secret thoughts keep society running smoothly. Honesty is a virtue only up to a certain point. Beguilers understand these ideas better than anyone, and they use deception, misunderstanding, and secrets as skillfully as a soldier employs weapons of war.

Beguilers see lying and manipulation as tools. Just as a hammer can be used to build a house or crack a skull, deceit and the ability to control others can be used for good or ill. A lie whispered in the right ear can ruin lives, but a dishonest smile and honeyed words can open doors, turn foes into friends, and even end wars. Beguilers have reputations as rakes, thieves, spies, and puppet masters, but they can also be diplomats, peacemakers, or heroic leaders who give hope in desperate situations.

If you delight in manipulating others, either to their disadvantage or for their own good, then the beguiler is the class for you. More than any other kind of character, you rely on Charisma-based skills to change the reactions of others, while your other class abilities enable you to catch others off guard with devastating spell-based attacks.

MAKING A BEGUILER

As a beguiler, you possess many useful skills and spells. If your adventuring group lacks a rogue, you make a great substitute for all but the rogue’s melee combat strengths. If the group lacks a wizard or other arcane caster, you can also fill that role with your command of illusions and enchantments, although you lack a wizard’s array of spells that deal damage and you possess less spellcasting versatility. Your main strategy should be to control enemies, bolster your allies, and take command of the battlefield.

Abilities: Beguilers have quick wits, deft hands, and compelling personalities. You need a high Intelligence to get the most from your spells and skills. A high Charisma helps you be more convincing in your deceptions, while a high Dexterity helps you with the sneaky tasks you are likely to pursue. Don’t neglect Constitution; although you have the same Hit Die as a rogue, your Constitution score influences your ability to cast defensively and thus how well you can use your surprise casting class feature.

Races: Beguilers can be found among any race, but gnomes and half-elves seem to most appreciate the beguilers’ flexible philosophy about truth. Being tricksters and inquisitive by nature, gnomes gravitate to the beguiler class due to the interesting deeds it allows them to accomplish. Half-elves, trapped as they are between the worlds of elves and humans, find that a beguiler’s abilities help them better exist in both. Humans, elves, and halflings also foster beguilers in their midst, but dwarves and half-orcs rarely become members of the class. Dwarves tend to dislike dissembling, and half-orcs typically lack the mental discipline and likable personality required to make a good beguiler.

Alignment: The beguilers’ outlook about truth is neither good nor evil, and beguilers of all alignments walk the world. Nevertheless, those well practiced in the arts of deception and manipulation rarely put much stock in others’ laws, and they often display a self-centered attitude. Lawful good beguilers are like lawful good necromancers—rare and foreign even to their fellows.

Starting Gold: 6d4+10 gp (150 gp).

Starting Age: As wizard (PH 109).

CLASS FEATURES

Your spells and skills make you well suited to espionage and dungeon delving. In addition to being able to find and disarm traps your group might encounter, you can charm and confound guards, turning what could be dangerous encounters into simple steps toward your goal. In combat, you can use your spells to trick and outmaneuver foes.

Weapon and Armor Proficiency: Beguilers are proficient with all simple weapons plus the hand crossbow, rapier, shortbow, and short sword. Beguilers are proficient with light armor, but not with shields.

Spells: A beguiler casts arcane spells, which are drawn from the beguiler spell list on page 11. When you gain access to a new level of spells, you automatically know all the spells for that level on the beguiler’s spell list. You can cast any spell you know without preparing it ahead of time. Essentially, your spell list is the same as your spells known.

TABLE 1-1: THE BEGUILER HIT DIE: d6

Level	Base				Special	— Spells per Day —									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage, trapfinding	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Cloaked casting (+1 DC), surprise casting	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Advanced learning	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Silent Spell	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Surprise casting (move action)	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Advanced learning	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Cloaked casting (+2 to overcome SR)	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Still Spell	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Cloaked casting (+2 DC)	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Advanced learning	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Advanced learning	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Cloaked casting (overcomes SR)	6	6	6	6	6	6	6	6	6	5

Class Skills (6 + Int modifier per level, ×4 at 1st level): Appraise, Balance, Bluff, Climb, Concentration, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Swim, Tumble, Use Magic Device.

list. You also have the option of adding to your existing spell list through your advanced learning class feature (see below) as you increase in level.

To cast a beguiler spell, you must have an Intelligence score of 10 + the spell's level (Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a beguiler's spell is 10 + the spell's level + the beguiler's Int modifier. Like other spellcasters, a beguiler can cast only a certain number of spells of each spell level per day. The base daily spell allotment is given on Table 1-1. In addition, you receive bonus spells for a high Intelligence score (PH 8).

A beguiler need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

Trapfinding: Beguilers can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Beguilers can use the Disable Device skill to disarm magic traps. A magic trap typically has a DC of 25 + the level of the spell used to create it.

A beguiler who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his allies) without disarming it.

Cloaked Casting (Ex): Starting at 2nd level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

At 8th level, you gain a +2 bonus on rolls made to overcome the spell resistance of any affected target.

At 14th level, the bonus to your spell's save DC increases to +2.

At 20th level, you become able to automatically overcome the spell resistance of any affected target.

Surprise Casting (Ex): Starting at 2nd level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6th level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

Advanced Learning (Ex): At 3rd level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you

already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

You gain another new spell at 7th, 11th, 15th, and 19th level.

Silent Spell: At 5th level, you gain Silent Spell as a bonus feat.

Still Spell: At 10th level, you gain Still Spell as a bonus feat.

PLAYING A BEGUILER

Truth lies in the eye of the beholder. Manipulation of truth—and others' visions of it—is a part of life. Everyone does it; you just do it better than everyone else. If you nudge someone into doing something he otherwise wouldn't have done, that person still did the actual deed, and some part of him must have wanted it done. You trick fools, charm egocentrics, influence schemers, and control the weak-willed. In a way, you're doing them a favor. If they're clever enough to figure out they've been manipulated, they'll be better prepared to defend themselves against the later manipulations of those who mean them harm. If they don't figure it out, they'll get tricked again, but that's no concern of yours. Life is a game that you win by coming out on top, and the best way to do that is to convince others to give you a boost.

You might adventure because you desire excitement. Someone with your smarts gets bored with mundane pursuits. Alternatively, you might have set off on a life of adventure after some trick or manipulation gone wrong. You have to keep moving, and adventuring offers you a regular change of scenery. In any case, a life of adventure allows you to see new things, meet interesting people, and garner a name for yourself. Of course, it might not be your real name, but fame is fame.

You always look to expand your knowledge and increase your power. You are clever enough to know there's always more to learn. Although you tend to be self-reliant, you understand the value of friendship and allies in your pursuits. Truth might be mutable, but friends value honesty and trust, so you make sure not to entangle your allies in your webs of lies and trickery.

Religion

Beguilers favor deities who share their unfettered outlook and who would seem to appreciate their schemes and strategies. Most

beguilers look to Olidammara for obvious reasons, but others prefer Pharlangin since he shares their love of new beginnings and travel. Gnome beguilers largely put their faith in Carl Glittergold, and some nongnome beguilers follow suit. Many also follow Boccob; the Lord of All Magics cares little to what use beguilers put their spells, and beguilers prefer it that way. Evil beguilers often join Vecna's fold—the Master of All that Is Secret and Hidden welcomes beguilers, manipulating them toward ever greater acts of villainy even as they take advantage of their victims.

Other Classes

Few know of characters such as yourself because many beguilers pretend to be something other than what they are, and you can easily pass as a rogue, bard, wizard, or sorcerer. Those who learn of the class often have a poor impression of beguilers unless they call one a friend. Wizards consider characters such as you to be undisciplined and limited in their



Anetris and Kerrik, beguilers

magic. Knights, paladins, and monks rightly think of you as untrustworthy. Rangers, dragon shamans, barbarians, and druids rarely have patience for your prevarications and your enjoyment of civilized society. Rogues, duskblades, sorcerers, and fighters tend to be more practical: If your abilities make their jobs easier, then you find a welcome reception. Bards often find the life led by beguilers fascinating and are intrigued by a beguiler's exploits.

Combat

You're at your best when you can catch foes unaware. Use your spells to hide and disguise yourself and your allies so that you can employ surprise tactics. If you get into melee, use the Bluff skill to feint in combat and thus get the drop on your enemy with cloaked casting or surprise casting. Control the terrain with spells such as *grease* and *fog cloud*. Control foes with *charm person* and *dominate monster* spells.

Advancement

Remaining a beguiler typically presents the best course of advancement. The rogue class might seem like a natural choice for multiclassing, but you don't gain much from taking levels in it. Although it gives you the sneak attack ability, it detracts from your spellcasting prowess.

You should assign skill points according to your role in your adventuring group. If the group already has a rogue who is good at finding traps and sneaking about, boost your ranks in social skills such as Diplomacy and Gather Information. Remember that you can use spells such as *invisibility* and *silence* for stealth, and spells such as *knock* and *spider climb* to do things for which rogues must use skills. High bonuses in Bluff and Concentration are a must if you're going to use the surprise casting ability.

You have many good options for feats, but be sure to take Combat Casting, Combat Expertise, and Improved Feint to get the most from surprise casting and cloaked casting. *Complete Adventurer* offers Mobile Spellcasting, a feat that allows you to cast a spell and move as a single standard action. Combining this with the benefits provided to you by Improved Feint and the Tumble skill, you could move into melee, feint, and cast a spell that gets the benefit of cloaked casting or surprise casting. You should also consider taking the Battle Caster feat from *Complete Arcane*, which allows a beguiler to wear medium armor without spell failure. Combining it with the Armor Proficiency (medium) feat gives you much greater protection. If you're interested in having a lot of feats, it might be worthwhile to take a level of fighter, since the 1st level of the fighter class gives you proficiency with all types of armor and a bonus feat you could use for Combat Expertise or Improved Feint.

STARTING PACKAGES

Package 1: The Controller

Human Beguiler

Ability Scores: Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13.

Skills: Bluff, Concentration, Disable Device, Hide, Move Silently, Open Lock, Search, Sense Motive, Spot.

Languages: Common, Goblin, Orc.

Feat: Improved Initiative, Spell Focus (enchantment).

Weapons: Short sword (1d6/19–20).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 20 gp.

Package 2: The Investigator

Half-Elf Beguiler

Ability Scores: Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Skills: Bluff, Gather Information, Hide, Move Silently, Open Lock, Search, Sense Motive, Spot.

Languages: Common, Dwarven, Elven, Goblin.

Feat: Spell Focus (enchantment).

Weapons: Rapier (1d6/18–20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 23 gp.

Package 3: The Trickster

Gnome Beguiler

Ability Scores: Str 10, Dex 14, Con 12, Int 15, Wis 8, Cha 13.

Skills: Bluff, Disguise, Escape Artist, Hide, Move Silently, Search, Spot, Use Magic Device.

Languages: Common, Giant, Gnome, Goblin.

Feat: Spell Focus (illusion).

Weapons: Morningstar (1d6), light crossbow with 20 bolts (1d6/x3, 60 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 40 gp.

BEGUILERS IN THE WORLD

"Just wait 'till I get my hands on her. No one makes a fool of Obramus Tumbor!"

—Obramus Tumbor, being made a fool of by a beguiler

The beguiler class gives players a chance to play the archetypal trickster. The class provides the skill set of a rogue and a selection of arcane spells without the complications of balancing multiple classes. Beguilers also make great villains. By manipulating NPCs and situations the PCs encounter, an evil beguiler can operate behind the scenes and trick the adventurers to his own ends.

Daily Life

The way a beguiler behaves depends on his or her individual sense of morality. Some think nothing of adopting false identities or impersonating others as a matter of course. They rely on their spells and their charm to get others to give them what they want. Other beguilers find themselves driven to use their powers of persuasion to help people. They see the daily troubles of others and can't help getting involved in solving arguments, matchmaking, and ending feuds. Regardless of outlook, a beguiler in a civilized area rarely gets bored. There's always something to meddle in or some grand scheme to enact.

Beguilers can become great leaders. With their sharp minds and great charisma, beguilers would be natural leaders were it not for their inconsistency. Beguilers regularly devise brilliant plans for espionage or trickery—plans that usually require them to play a major role—but their natural penchant for improvisation and secrecy often means that such plans possess unpredictable elements or key parts hidden from all other participants. If a beguiler earns the trust of companions, they value her leadership. Lacking that trust, a beguiler rarely leads for long.

Notables

Beguilers often gain notoriety for their deeds, although usually under a false identity. They care little, rather than infamy, when they use their abilities to serve a greater good. Anastria Naido did so when she tricked an entire orc army into a box canyon where it could be ambushed, and again when she charmed a leader of a city and learned that he had already been charmed by a mind flayer. Since she was pretending to be a famous elf bard at the time, Anastria can still maintain a low profile despite her famous deeds, which is just the way she likes it.

Organizations

Beguilers don't organize together, but they often join other organizations, especially thieves guilds and secret political groups. A beguiler joining an organization probably has a specific goal in mind and takes a position that best allows her to attain it. A long-term commitment to such a group rarely appeals to a beguiler, but if the organization champions a cause close to the beguiler's heart, it can count on her very best efforts.

NPC Reactions

Few common folk understand beguilers to be different from sorcerers or wizards who have some rogue training, and many more mistake them for bards. Beguilers further confuse the issue by regularly adopting false identities and hiding their varied abilities. Thus, the reaction a beguiler gets from those she meets depends on what she is pretending to be at the time. Individuals who know about the beguiler class and the outlook common to its members greet beguilers with an attitude one step more hostile than normal. Paladins and knights in particular look poorly upon beguilers, as does anyone who puts great importance in forthrightness.

BEGUILER LORE

Characters with ranks in Knowledge (arcana) can research beguilers to learn more about them. When a character makes a skill check, read or paraphrase the following information from lower DCs.

DC 15: Beguilers are arcane spellcasters who focus on illusions and enchantments. They employ deception and compulsory magic to get what they want.

DC 20: Beguilers can cast spells in light armor and they have many of the skills of rogues.

BEGUILERS IN THE GAME

Beguilers fit smoothly into any ongoing game, since they are little known and don't require the insertion of an organization into the world or the addition of lots of new mechanics to the game. You can have a beguiler first appear as a villain when players discover a secret manipulator behind foul deeds they have been investigating. A beguiler might first appear as a foe and end up an ally, or the reverse could happen. A PC beguiler can be introduced to the party just as any rogue, bard, or wizard would be.

Think of a beguiler as similar to Loki of Norse myth or the Coyote in Native American tales. The player of a beguiler wants her to be smoothly, smart, likable, and light on her feet. Keeping this player happy is a matter of helping the player to feel that way. You might be tempted to make the player's schemes go awry because that seems more interesting to you, but instead you should allow good schemes to work most of the time. Let a player with a beguiler character feel empowered to try crazy ideas and dangerous plans. If it becomes too much of a good thing, then that's when the guards see through her disguise or the villain allows the unwitting PCs to infiltrate the way into his clutches.

Adaptation

When adapting the beguiler to your campaign, look at how rogues and bards fit into your game. The beguiler fills a similar niche, and any organizations that cater to such classes likely prove helpful for beguilers. A thieves guild might have a small cabal of beguilers associated with it. The beguilers are the guild on any missions that require their magical talents. In return, the beguilers receive protection, a share of the loot, and a headquarters. Young thieves who show a knack for magic might be shepherded into the beguiler class.

In a kingdom or land where magic is common, beguilers might replace the typical rogue, diplomat, or spy. A bandit gang might consist of several beguilers and a number of fighters. In such lands, magic supersedes a rogue's talents with skills.

With their talent for deception, a beguiler might have a reputation similar to the ninja. The common folk fear the beguilers for their ability to bend minds and to use magic to slip away from the authorities. Every royal court employs a few mages charged with using their spells to ferret out beguilers. In this case, the beguilers are secretive, clannish, and difficult to find. They gather in secret societies and never reveal their lore to those whom they do not trust. Becoming a beguiler is a process of winning the trust of one's master and simply mastering a few simple spells.

Sample Encounter

An encounter with a beguiler should highlight her use of surprise tactics and manipulation of others to do her bidding. In addition to charmed or dominated minions, a beguiler often gathers allies under false pretenses. Fighting a villainous beguiler should be tricky for the PCs, because they will be forced to figure out who their real enemies are while trying to avoid hurting innocents whom the beguiler has dragged into the fight. The PCs might even have to figure out who

the beguiler is, since disguises and hidden spellcasting come easily to such a character.

EL 9. Unlike many half-elves, Anastria Nailo always found it easy to live in either human or elf communities. Quick-witted, perceptive, and naturally empathetic, she could slip from an elf's detached interest to a human's focused drive as easily as she could switch speaking their languages. Always a mischievous charmer, Anastria found the beguiler's abilities came easily to her and allowed her to do more than play at being a human or elf. With the spells she learned, she could pretend to be anyone and anything from a dwarf miner to a goblin shaman. For a time she lived as a gadabout, adopting the lives of the wealthy while they were away or impersonating loyal retainers to gain the patronage of important people. After foiling the plans of an orc warlord and the plot of a mind flayer accidentally while in the guise of a famous bard, Anastria has gained a taste for heroics and now she's looking to make a name for herself by helping people—even if she's the one who put those people in trouble in the first place.

ANASTRIA NAILO

Female half-elf beguiler 9
 CN Medium humanoid (elf)
 Init +2
 Senses low-light vision Listen +6, Spot +7
 Languages Common, Dwarven, Elven, Gnome, Halfling, Orc
 AC 18 touch 12 flat-footed 16
 (+2 Dex, +6 armor)
 hp 43 (9 HD)
 Immune sleep
 Fort +5, Ref +6, Will +7 (+9 against enchantments)
 Speed 30 ft (5 squares)
 Melee +1 rapier +7 (3d6/18–20) or
 Melee touch +6 (speu.)
 Ranged mwk light crossbow +7 (1d8 19–20,
 Base Atk +4, Grp +3)
 Atk Options: Combat Expertise, Improved Feint, Spell
 surprise casting*
 Combat Gear pot on of blessed weapon, potion of shield of
 faith –3
 Beguiler Spells Known (CL 9th)
 4th (5/day)—Chosen from beguiler spell list
 3rd (7/day)—Tasha's hideous laughter, plus others chosen
 from beguiler spell list
 2nd (7/day)—Chosen from beguiler spell list
 1st (7/day)—Nystul's magic aura, plus others chosen
 from beguiler spell list
 0 (6/day)—Chosen from beguiler spell list
 Abilities Str 8, Dex 14, Con 12, Int 18, Wis 10, Cha 14
 SQ advanced earning* (Nystul's magic aura, Tasha's hideous
 laughter), armored mage*, cloaked casting*, trapfinding*
 Feats Combat Expertise, Improved Feint, Silent Spell, Spell
 Focus (enchantments), Weapon Finesse
 Skills Balance +3, Bluff +14, Concentration +13, Diplomacy
 +20, Disguise +13 (+15 acting), Gather Information +11,
 Handle Animal +3, Intimidate +4, Jump +5, Listen +6,
 Search +9, Sense Motive +10, Sleight of Hand +9, Spot
 +7, Tumble +15
 Possessions combat gear plus +2 chain shirt, +1 rapier,
 masterwork light crossbow with 20 bolts, cloak of
 resistance +1, headband of intellect +2, disguise kit
 Class features described on page 7

CR 9

BEGUILER SPELL LIST

The beguiler's spell list appears below. Spells printed in this book are marked with an asterisk.

0 Level: dancing lights, detect magic, ghost sound, message, open, close, read*

1st Level: charm person, color spray, compulsion, find languages, detect secret doors, disguise self, expeditious retreat, hypnosis, mage armor, obscuring mist, read magic, silent image, sleep, undetectable alignment, witch's mark*

2nd Level: blinding color surge*, blur, daze monster, detect thoughts, fog cloud, glitterdust, hypnotic pattern, invisibility, knock, mirror image, mirror image, misdirection, mirror image, silence, spider climb, stay the hand*, touch of idiosyncrasy, vertigo*, whirlwind burst*

3rd Level: arcane sight, clairaudience/clairvoyance, crown of veils*, deep slumber, dispel magic, displacement, glibness, haste, hesitate*, hold person, inevitable defeat*, invisibility sphere, region of centinels*, major image, nondetection, slow, suggest on average, field*, zone of silence

4th Level: charm monster, confusion, crushing despair, freedom of movement, greater invisibility, greater mirror image*, locate creature, mass whisper*, phantom battle*, rainbow pattern, solid fog

5th Level: break enchantment, dominate person, feeblemind, true sight, hold monster, make riot*, mind fog, Rary's telepathy, bond, seeming, sending, swift ethergrain*

6th Level: greater dispel magic, mass suggestion, mislead, overwhelm*, repulsion, shadow walk, true seeing, veil

7th Level: ethereal jaunt, greater arcane sight, mass hold person, mass invisibility, phylary loar, power word blind, project image, spell turning

8th Level: demand, discern location, mind blank, moment of precience, power word stun, spirit shroud, pattern screen

9th Level: dominate monster, etherealness, foresight, mass hold monster, power word kill, time stop

DRAGON SHAMAN

possess a dragon's power. Beware lest you awaken that dragon's wrath.

Kalia, last and greatest dragon shaman of the Blackspire tribe

Empires crumble, eons pass, and even gods wither and die, but dragons remain. Mortal but eternal, the races of true dragons weather the roll of the ages because of their unsurpassed might. Few creatures can match a dragon in its full fury, whether in a combat of arms or battle of wits. Dragon shamans recognize this fact and see true dragons as more than powerful beings. To a dragon shaman, the passing shadow of a dragon flying overhead isn't a sign that invokes fear, it's a blessing that reveals you to be in the presence of greatness.

Dragon shamans respect true dragons as power incarnate. Some worship dragons, but most simply aspire to gain dragon powers for themselves. In assuming the abilities and the likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within himself.

TABLE 1 2. THE DRAGON SHAMAN MIT DIE d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Draconic Auras Known
1st	+0	+2	+0	+2	Draconic aura +1 totem dragon	1
2nd	+1	+3	+0	+3	Skill Focus	1
3rd	+2	+3	+1	+3	Draconic adaptation	4
4th	+3	+4	+1	+4	Breath weapon (2d6 15-ft. cone or 30-ft. line) draconic resolve	1
5th	+3	+4	+1	+4	Draconic aura +2	5
6th	+4	+5	+2	+5	Breath weapon (3d6) touch of vitality (heal wounds)	5
7th	+5	+5	+2	+5	Natural armor +1	6
8th	+6/+1	+6	+2	+6	Breath weapon (4d6) Skill Focus	1
9th	+6/+1	+6	+3	+6	Energy immunity	7
10th	+7/+2	+7	+3	+7	Breath weapon (5d6) draconic aura +3	7
11th	+8/+3	+7	+3	+7	Touch of vitality (remove conditions)	7
12th	+8/+3	+8	+4	+8	Breath weapon (5d6 30-ft. cone or 60-ft. line) natural armor +2	7
13th	+9/+4	+8	+4	+8	Draconic adaptation (share with allies)	7
14th	+10/+5	+9	+4	+9	Breath weapon (7d6) commune with dragon spirit	7
15th	+11/+6/+1	+9	+5	+9	Draconic aura +4	7
16th	+12/+7/+2	+10	+5	+10	Breath weapon (8d6) Skill Focus	7
17th	+12/+7/+2	+10	+5	+10	Natural armor +3	7
18th	+13/+8/+3	+11	+6	+11	Breath weapon (9d6)	7
19th	+14/+9/+4	+11	+6	+11	Draconic wings	7
20th	+15/+10/+5	+12	+6	+12	Breath weapon (10d6 60-ft. cone or 120-ft. line) draconic aura +5	7

Class Skills: (2 + Int modifier per level ×4 at 1st level) depending on the chosen totem dragon)

1st level: Craft, Knowledge (dragons), Search, plus others

If you gaze at dragons with awe and aspire to share their power and majesty, then the dragon shaman is the class for you. By choosing a totem dragon, you partake of a true dragon's power and take on aspects of a particular kind of dragon.

MAKING A DRAGON SHAMAN

As a dragon shaman, you primarily act as a melee combatant, but your class features also allow you to grant benefits to those fighting around you. In a standard group of adventurers, you can stand in for the fighter or the cleric. Your combat prowess isn't quite as great as a fighter's, but you can employ special attacks and special defenses a fighter can't access. Although you lack many of the cleric's specialized spells, you do possess the ability to heal and remove negative conditions. As a dragon shaman, you can grow tough scales, breathe fire or another type of energy, and soar on dragon wings—and that barely scratches the surface of the powers at your command.

Abilities: As with any melee-oriented class, Strength is a key ability for dragon shamans. Constitution provides you with increased hit points as usual, and it also increases the save DC of your breath weapon. If you want to make good use of the dragon shaman's ability to heal and remove negative conditions, you'll need a high Charisma.

Races: Although humans make up the majority of dragon shamans, any community of people with a close connection to true dragons can produce dragon shamans. Typically, dragon shamans come from savage societies that live near the lairs of dragons, but even highly civilized populations can produce dragon shamans. In any race or society, dragon shamans tend to dedicate themselves to the dragons native to the area. Thus, elf dragon shamans from a forest nation often aspire to the qualities of a green dragon, whereas the dwarf

dragon shamans of a high mountain citadel would seek to gain the qualities of a silver dragon.

Alignment: Attaining the abilities of a true dragon requires a deep understanding of the chosen kind of dragon. An aspiring dragon shaman must make a study of the dragon's typical mindset and emotions; adopting these for himself opens the door to the dragon's power. Thus, dragon shamans align their morals to suit the outlook of the color of true dragon to which they dedicate themselves. Each kind of metallic or chromatic dragon has a particular alignment with which it is associated. A dragon shaman who turns away from the alignment of his chosen dragon type loses many of his powers unless he can successfully adopt another dragon type as his chosen dragon (see Ex-Dragon Shamans, below). Neutral individuals with no preference for law, chaos, good, or evil cannot properly attain the outlook of a true dragon and therefore cannot become dragon shamans.

Starting Gold: 4d4×10 gp (100 gp)

Starting Age: As druid (PH 109)

CLASS FEATURES

As a dragon shaman, you function most effectively on the front lines of an combat. Your class abilities allow you to boost your combat effectiveness and that of your party, and the touch of vitality ability provides you with the power to heal others and protect them, giving you a strong incentive to take the fight to your foes and stay close to those melee-oriented allies most likely to need your aid.

Weapon and Armor Proficiency: Dragon shamans are proficient with simple weapons, with light and medium armor, and with shields (except tower shields).

Bonus Languages: A dragon shaman's bonus language options include Draconic.

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action (see page 4), and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually, thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level dragon shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional draconic aura of your choice, until all seven auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield. Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon (see below).

Power. Bonus on melee damage rolls equal to your aura bonus.

Presence. Bonus on Bluff, Diplomacy, and Intimidate checks equal to your aura bonus.

Resistance. Resistance to your totem dragon's energy type equal to 5 × your aura bonus.

Senses. Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness. DR 1/magic for each point of your aura bonus up to 5/magic at 20th level.

Vigor. Fast healing 1 for each point of your aura bonus, but only affects characters at or below one-half their full normal hit points.

Totem Dragon. You must choose a totem dragon from among the true dragons appearing in the *Monster Manual* (black, blue, brass, bronze, copper, gold, green, red, silver, or white).

You must choose a dragon whose alignment is within one step of yours, as described in the following table. You gain additional class skills and a particular sort of breath weapon based on the dragon you select as your totem.

Skill Focus. At 2nd level, you gain Skill Focus as a bonus feat. You must apply the feat to one of the three class skills granted by your chosen totem dragon. For example, a blue dragon shaman can select Skill Focus (Bluff), Skill Focus (Hide), or Skill Focus (Spellcraft).

At 8th level, and again at 16th level, you gain Skill Focus in another of the class skills granted by your chosen totem dragon. If you already have Skill Focus in all three of the skills associated with your totem dragon, you gain Skill Focus in any other dragon shaman class skill.

Draconic Adaptation (Ex or Sp). At 3rd level, you take on an aspect of your totem dragon. Some adaptations are

Totem Dragon	Acceptable Alignment	Class Skills	Breath Weapon Energy Type
Black	NE, CE, CN	Hide, Move Silently, Swim	Line of acid
Blue	NE, LE, LN	Bluff, Hide, Spellcraft	Line of electricity
Brass	NG, CG, CN	Bluff, Gather Information, Survival	Line of fire
Bronze	NG, LG, LN	Disguise, Survival, Swim	Line of electricity
Copper	NG, CG, CN	Bluff, Hide, Jump	Line of acid
Gold	NG, LG, LN	Disguise, Heal, Swim	Cone of fire
Green	NE, LE, LN	Bluff, Hide, Move Silently	Cone of acid
Red	NE, CE, CN	Appraise, Bluff, Jump	Cone of fire
Silver	NG, LG, LN	Bluff, Disguise, Jump	Cone of cold
White	NE, CE, CN	Hide, Move Silently, Swim	Cone of cold

extraordinary abilities that are always active; others are spell-like abilities that you can activate at will. Spell-like abilities have a caster level equal to your class level and a save DC equal to 10 + spell level + Cha modifier.

Black—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Blue—Ventriloquism (Sp): As the spell, at will.

Brass—Enlarge Elements (Sp): As the spell, except you can only target yourself (at will).

Bronze—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Copper—Spider Climb (Sp): As the spell, except you can only target yourself (at will).

Gold—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Green—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Red—Treasure Seeker (Ex): You gain a +5 competence bonus on Appraise and Search checks (always active).

Silver—Feather Fall (Sp): As the spell, except you can only target yourself (at will).

White—Icewalker (Ex): You can walk across icy surfaces without reducing your speed or making Balance checks (always active).

At 3rd level, you can choose as a swift action (see page 4) to share the effect of your draconic adaptation with any or all allies within 30 feet. In the case of spell-like abilities, you must make this decision when you activate the ability. The benefit lasts until you spend a free action to rescind it or (if the effect has a limited duration) the effect ends, whichever comes first.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon. Regardless of the area one affects or the type of energy damage it deals, all

breath weapons deal $\frac{1}{2}$ the points of damage plus an extra 1d6 points of damage for every two additional class levels (3d6 at 6th level, 4d6 at 8th level, and so forth). A successful Reflex save halves the damage dealt. The save DC is equal to $10 + \frac{1}{2}$ your dragon shaman level + your Con modifier. Just like a true dragon, once you breathe you must wait 1d4 rounds before you can use your breath weapon again.

Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level. Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects. You also become immune to the frightful presence of dragons.

Touch of Vitality (Su): At 6th level, you can heal the wounds of living creatures, your own or those of others, by touch. Each day you can heal a number of points of damage equal to twice your class level + your Charisma bonus. For example, a 7th-level dragon shaman with a Charisma score of 14 (+2 bonus) can heal 28 points of damage. You can choose to divide your healing among multiple recipients, and you don't have to use it all at once. Using your touch of vitality is a standard action. It has no effect on undead.

Beginning at 11th level, you can choose to spend some of the healing bestowed by your touch of vitality to remove other harmful conditions affecting the target.

For every 5 points of your healing ability you expend, you can cure 1 point of ability damage or remove the dazed, fatigued, or sickened condition from one individual.

For every 10 points of your healing ability you expend, you can remove the exhausted, nauseated, poisoned, or stunned condition from one individual.

For every 20 points of your healing ability you expend, you can remove a negative level, the blinded, deafened, or diseased condition from one individual.

You can remove a condition (or more than one condition) and heal damage with the same touch, so long as you expend the required number of points. For example, if you wanted to heal 12 points of damage and remove the blinded and exhausted conditions from a target, you would have to expend 42 points (12 hit points restored plus 20 points for blinded plus 10 points for exhausted).

Natural Armor (Ex): At 7th level, your skin thickens, developing faint scales. Your natural armor bonus improves by 1. At 12th level, this improvement increases to +2, and at 17th level to +3.

Energy Immunity (Ex): At 9th level, you gain immunity to the energy type of the breath weapon you gained at 4th level.

Commune with Dragon Spirit (Sp): At 14th level, you gain the ability to contact your dragon totem directly to ask questions of it. This is the equivalent of casting a *commune* spell, except that it has no material component, focus, or XP cost and allows only one question per three class levels. After using this ability, you cannot use it again for seven days.

Draconic Wings (Ex): At 19th level, you grow a pair of wings that resemble those of your totem dragon. They allow

flight at a speed of 60 feet (good maneuverability). You can even fly while carrying a medium load, though your fly speed drops to 40 feet in this case.

If you naturally have wings, you can choose whether these draconic wings replace your own.

PLAYING A DRAGON SHAMAN

As a dragon shaman, you believe the acquisition of power is a worthy end in itself. By having power, you can effect your will in the world, be it beneficent or malign. Those who have or seek power deserve your respect, while those who have power but fail to use it earn your derision.

Your strength comes from devoting yourself to dragons, the primal embodiment of the principle of power, but you worship dragons in the abstract, honoring them much as a cleric might honor light as a symbol of purity and goodness. Dragons gather power to themselves simply by living and aging, but you must actively seek the influence and might you desire. As a dragon hungers for flesh to feed itself or for treasure to enlarge its hoard, so you hunger for power.

Your adventure out of a desire to test yourself and prove your worth, whatever the specific inducement, the urge to gain more power underlies every quest. Drawn by your power, others follow your lead, and you are happy to command them. Being a great leader is just one of the many ways you can manifest your power.

Religion

Dragon shamans can worship any deity, but most worship divine powers that encourage their worshippers to be proactive in pursuit of the deity's goals. Dragon shamans often worship Erinyes, Gruumsh, Hextor, Kord, or St. Cuthbert, as well as dragon deities such as Bahamut and Tiamat. They rarely find much to admire in more passive or protective deities such as Boccob, Ehlanna, Pharlangin, and Yondol.

Dragon shamans from more primitive societies sometimes worship true dragons. These savage dragon shamans might worship all true dragons, assigning each color or metallic hue its own place in a crude pantheon of totemic spirits. Or they might worship a single color or metal as the best among all the true dragons, finding it the most representative of pure power. In rare cases, a dragon shaman worships and serves a particular true dragon. How the dragon reacts to such worship depends on that individual dragon, even good dragons might take advantage of a dragon shaman's worship to achieve their own aims.

Other Classes

You work well with melee-oriented allies such as fighters, swordsmen, barbarians, rogues, and even druids. Those characters value the benefits a dragon shaman can grant them and rarely make an issue of their source. Clerics, paladins, monks, and knights are often suspicious of your moral outlook unless you have dedicated yourself to a kind of dragon that associates itself with a code of ethics similar to their own. Wizards, bards, and beguilers view you indifferently, whereas sorcerers might seek you out to learn more of the source of

Armor: Studded leather +3 AC
Other Gear: Standard adventurer's kit, 8 gp

DRAGON SHAMANS IN THE WORLD

"There are differences from one to another based on the dragon each shaman honors, but the main thing to remember is this: The whole lot of them are mad for power."

Dur, an Ironscale, i.e. a dwarf sorcerer instructing the young of the Ironscale clan

Dragon shamans put the power and appeal of dragons in players' hands while providing DMs with a new way to put dragons in the D&D game. The class provides an uncomplicated way to have a new play experience, and each NPC dragon shaman could provide the nucleus for an interesting cult or villainous organization the PCs must face.

Daily Life

A dragon shaman remains ever ready to face the challenges of a new day. Without the need to rest, study, or pray for their powers, dragon shamans can leap up in pursuit of power whenever they desire. This capability causes most dragon shamans to be decisive and swift to act. Chaotic dragon shamans are often impetuous and energetic, while lawful dragon shamans tend to be more ready to improvise and less rigid in their thinking than some might expect. Dragon shamans desire power and constantly seek the means to gain it. To dragon shamans, life and adventure are one and the same.

Dragon shamans often possess the charisma and take charge attitude required of great leaders, but many suffer from an inability to empathize with those they lead. Dragon shamans respect the pursuit of might and its use, and they often minimize the value of those who adhere to a her philosophy. Even among themselves, dragon shamans tend to be contentious, and a single dragon shaman rarely takes a leadership role over a group of his fellows for any length of time. Although dragon shamans give great respect to one another, each is always trying to outdo the others in all pursuits. The most powerful dragon shaman leaders arise among savage tribes that worship dragons, where a single dragon shaman relies on his forceful personality and impressive powers to win the hearts of comrades.

Notables

The pursuit of power garners notoriety for a dragon shaman, but it also can bring about his death or force him into exile. A powerful dragon shaman warlord might suddenly arise and terrorize an area for a time, only to fall from power as swiftly as he appeared. A case in point would be the history of a barbaric human named Kulta. Under her leadership, her tribe of red dragon worshippers raided and razed hundreds of elf and human towns on the border between two nations. Then she vanished, and soon afterward her leaderless tribe was caught in an ambush and exterminated. Some say she died in a squabble with a fellow dragon shaman, but others believe she left her tribe to directly serve a red dragon wyrm that laired in distant mountains.

Organizations

Dragon shamans rarely work together for long unless they are led by a dragon of the type to which all the shamans present have dedicated themselves. In such cases, the dragon—either worshiped or leads because the dragon shamans see it as the embodiment of all they seek—thus, obeying the dragon's edicts presents the swiftest path to that desired goal. Rank and privilege rarely have much meaning in such groups. Instead, the dragon decides each shaman's duties according to his or her merit, changing such assignments as necessary. Such a group exists among the Ironscale clan. Tied to a long-dead silver dragon by blood, the dwarf clan fosters sorcerers and is led by a half-dragon. Despite these firm ties to dragonkind, the clan views its dragon shaman members with some suspicion, since they follow the orders of an unrelated silver dragon that lairs near the clan home.

NPC Reactions

Dragon shamans who don't show aspects of their affiliation with dragons rarely elicit an unusual reaction from others. To most they seem like simple warriors or perhaps barbarians. Those who know of their pursuit of draconic power or who see evidence of it, such as scales or a dragon shaman's breath weapon, react depending on their attitude toward the dragon shaman's totem dragon. This reaction is one step closer to hostile if the dragon is of a kind feared or hated by that individual. The reaction is one step closer to friendly if that individual is directly associated with a dragon of that kind. Clerics, paladins, and others who are deeply entrenched in a particular moral outlook view the dragon shaman's devotion with suspicion, and their reaction is one step closer to hostile regardless of the dragon shaman's totem dragon.

DRAGON SHAMAN LORE

Characters with ranks in Knowledge (arcana) can research dragon shamans to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dragon shamans devote themselves to dragons and aspire to their power.

DC 15: A dragon shaman devotes himself to a particular kind of true dragon and gains powers based on the dragon chosen. He can use the dragon's breath weapon and grow dragonlike scales. Very powerful dragon shamans can grow dragon wings and fly.

DC 20: In addition to the details above, this result allows the PC to know that a dragon shaman projects an aura that can bolster himself and his allies in a number of ways and can heal, damage or remove negative conditions somewhat like a paladin.

DRAGON SHAMANS IN THE GAME

Dragon shamans fit easily into any ongoing campaign because true dragons are a cornerstone of nearly every DUNGEON & DRAGONS game. The PCs might first learn of dragon shamans by encountering a cult of dragon worshippers near a dragon's lair. Alternatively, a more civilized group of dragon shamans might serve a dragon who rules a city. A lone dragon shaman



makes an excellent new villain, a powerful temporary ally, or an eager participant in an ongoing plot because his focused pursuit of power can get him involved in anyone's scheme.

Dragon shaman PCs should present no more difficulty than introducing a monk or cleric of a lesser-known deity. Although the character's abilities might be somewhat foreign, the idea that an individual is so dedicated to one philosophy that it grants him powers should be easily understood. The player of a dragon shaman usually finds the character's association with dragons to be the most entertaining part of the class. Before featuring adventures that deal with dragons, ask that player about her character's philosophy concerning dragons. Does the character admire dragons in the abstract, worship them as living gods, or hold to a philosophy between these extremes? The answer should inform your adventure planning and inspire new adventure ideas. Be careful about using the PC's dedication to dragons to manipulate the character's actions. Occasional use of this idea might provoke some interesting roleplaying, but the player won't enjoy your game if a dragon shows up every session to boss her PC around.

Adaptation

You can alter the dragon shaman to suit your game in a number of ways. You could decide that all dragon shamans are barbaric or that all of them are civilized and sophisticated disciples of dragons who prefer to work behind the scenes through such agents. You might decide that only good dragons are available to your players for their totem dragons, or that a particular organization fosters dragon shamans devoted to a single kind of dragon. If you feature other dragons prominently in your game, such as the gem dragons from *Monster Manual II* or the deep dragon and the shadow dragon from *Monsters of Faerûn*, you might consider changing the class's features to allow a dragon shaman to follow other kinds of dragons as well.

Sample Encounter

Dragon shamans make excellent villains and tricky allies. As a villain, a dragon shaman dedicated to an evil dragon can be paired with a cult of followers, ruffians, and dragons

of all ages to make for exciting themed encounters. As an ally, a dragon shaman's blind pursuit of power could create interesting friction with the PCs and turn an ally into an enemy. A dragon shaman might become embroiled in the PCs' pursuits if they come into possession of an item of great power. If both the PCs and dragon shaman seek the same source of power, or if the dragon shaman's attempts to gather power endanger the PCs or those they care about.

EL 7 Thane has admired blue dragons ever since he witnessed a blue dragon's attack on his city when he was a child. The power of the dragon and the futility of the defenders' efforts against it frightened him, but he also found the spectacle strange & thrilling. When he was older, Thane learned all he could about blue dragons. With each new bit of knowledge, his respect for them grew. In his search for information, he met a dragon shaman, and that encounter changed his life. Now a dragon shaman himself, Thane seeks ever greater power and hopes one day to have enough to challenge the dragon that laid waste to his childhood home and prove himself the stronger of the two. Thane seems single-minded and focused. He always has a mental list of goals he wants to achieve in any situation and doggedly pursues them. Although outwardly calm and cold, he explodes into action in an instant when thwarted.

THANE

CR 7

Male human blue dragon shaman 7

LN Medium humanoid

Int +1

Senses Listen +2 Spot +2

Aura dragon (aura) +2

*Class feature described on page 13

Languages Common, Draconic

AC 21 touch 11 flat-footed 20

(+1 Dex, +6 armor, +3 shield)

hp 57 (7 HD)

Immune paralysis, sleep, frightful presence (dragons)

Fort +8 Ref +6 Will +6

Speed 20 ft. (4 squares)

Melee +1 morningstar +9 (1d8+3)

Ranged +1 light crossbow +7 (1d8+1/19–20)

Base Atk +5, Grp +7

EX-DRAGON SHAMANS

Dragon shamans who change alignment could lose their powers. If a dragon shaman changes to an alignment still appropriate to the dragon to which he is already dedicated, nothing happens. However, if the dragon shaman changes to an alignment inappropriate for his chosen dragon, he immediately loses all abilities granted by the dragon shaman class and becomes an ex-dragon shaman.

An ex-dragon shaman can choose a new color or metallic hue of true dragon to emulate and thus regain the powers granted by the class. To switch to a new totem dragon, he must find a dragon shaman of higher level who is dedicated to that dragon type. The higher-level dragon shaman must willingly expend all her touch of vitality on the ex-dragon shaman each day for a week. At the end of the week, the ex-dragon shaman gains

the class features of a dragon shaman dedicated to the newly chosen totem dragon, including exchanging the focus of any class-granted Skill Focus feats. Most dragon shamans who are asked to perform this service demand payment in the form of some great deed. This deed might be a demand that the ex-dragon shaman retrieve magic items that will add to his sponsor's power or simply a short quest to prove the ex-dragon shaman's worth.

Dragon shamans can go through the same process to switch chosen totem dragons even if they don't change alignment. If a dragon shaman has an alignment appropriate for a different true dragon color or hue, the shaman can switch to that kind of dragon through a process identical to the one described above for ex-dragon shamans.

Special Actions: breath weapon

Abilities: Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 4

SQ: touch of vitality (28 points)

Draconic Auras Known: Energy Shield, Power, Presence, Resistance, Senses, Vigor

Spell-Like Abilities (CL 7th):

At will—*ventriloquism* (DC 13)

Feats: Ability Focus (breath weapon), Alertness, Lightning Reflexes, Skill Focus (Breath)" Weapon Focus (morningstar)

Skills: Bluff +10, Climb +1, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +9, Knowledge (nature) +4, Listen +2, Speak Language +0, Spot +2, Survival +0 (+2 in aboveground and natural environments)

Possessions: +1 breastplate, +1 heavy wooden shield, -1 morningstar, +1 light crossbow, cloak of resistance -1, 37 gp

Breath Weapon (Su): 30 ft. line once every 1d4 rounds. 3d6 electricity. Reflex DC 17 half

DUSKBLADE

"My blade and my magic are one and the same."

Yele elf duskblade

The duskblade blurs the line between spellcaster and warrior, marrying the power of magic with hand-to-hand combat prowess.

A student of ancient elven spellcasting techniques, the duskblade combines arcane spellcasting with the combat skills of a fighter. While the ability to cast arcane spells in armor originated with the elves, over the millennia the secrets of the duskblade have been disseminated to the other races, and today members of any race can become a duskblade.

If you find you can't choose between being an arcane spellcaster who zaps your enemies with powerful spells and a nimble, powerful front-line melee character who lays them low with a sword, the duskblade is the perfect class for you. Combining arcane magic with melee prowess, you're prepared in any situation. Enemies who underestimate you never get a second chance, since you don't even have to switch back and forth between hands-on combat and spellcasting; you can do both simultaneously.

MAKING A DUSKBLADE

The duskblade is a quintessential hybrid character: simultaneously a potent spellcaster and an effective melee combatant.

The original duskblades were elven guardians in an ancient elf empire, duelmasters and arcane spellcasters beyond compare. Historical accounts vary on why they were called duskblades; some say the name is symbolic of how they combined swordplay and arcane magic—a night and day combination. Others contend that the duskblades earned their name when they were charged with preserving the elven race in the face of a tide of darkness and evil.

The most powerful duskblades can duel a fighter to a standstill and match a wizard spell for spell—for a while, at least. But the class really comes into its own when you embrace your hybrid nature, using a quick-cast spell to supplement your melee attacks or combining a touch spell with a devastating sword strike.

The duskblade is a good choice for players who know they want a sword-wielding arcane spellcaster from the beginning. By contrast, multiclass fighter/wizard combinations and prestige classes such as the elritch knight are better suited for characters who begin their careers as fighters or arcane spellcasters and only later contemplate embracing their opposite.

Abilities: Your Intelligence and Strength scores should be as high as possible, since your spellcasting and melee combat depend upon them. Your Constitution is also important because you need all the hit points you can get.

Races: The duskblade class originated among the ancient elves, and to this day most duskblades are elves. However, some humans and half-elves also have proved adept at mastering the class's dual focus on combat and spellcasting. Halflings, gnomes, dwarves, and half-orcs rarely enter this class.

Alignment: Since the duskblade class originated among the elves, those who undergo the intense training required to master the class abilities at the hands of an elf mentor often end their apprenticeship sharing the chaotic good alignment of most elves. However, duskblades are highly individualist and can be of any alignment.

Starting Gold: 6d+10 gp (150 gp)

Starting Age: As wizard, PH 109

CLASS FEATURES

Your class features are simple to characterize: constant improvement in your spellcasting, a fighter's base attack bonus progression, and ever-increasing mastery of arcane magic in melee combat.

Weapon and Armor Proficiency: Duskblades are proficient with all martial weapons, as well as all armors and shields (except tower shields).

Spells: You cast arcane spells, which are drawn from the duskblade spell list on page 98. You can cast any spell you know without preparing it ahead of time.

To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level: Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Int modifier.

You can cast only a certain number of spells of each spell level per day. Your base daily spell allotment is given on Table 1-3. In addition, you receive bonus spells per day if you have a high Intelligence score (see Table 1-1, Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Spells Known: You begin play knowing two 0-level spells and two 1st-level spells, chosen from the duskblade spell list. You also know one additional 0-level spell for each point of Intelligence bonus.

Each time you gain a new class level, you learn one additional spell of any level you can cast, chosen from the duskblade spell list.

Upon reaching 5th level, and at every subsequent odd-numbered level, you can choose to learn a new spell, in place of one you already know. In effect, you lose access to the old spell in exchange for gaining the new one. The new spell's

level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell you can cast. For instance, upon reaching 9th level, you can trade in a single 1st-level spell (two levels below the highest-level spell you can cast, which is 3rd for a different 1st-level spell). You can swap a single spell at any given level and must choose whether or not to swap the spell at the same time that you gain new spells known for that level.

You need not prepare spells in advance. You can use any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Arcane Attunement (Sp) You can use the spell powers damage, electricity, fire, frost, magic, poison, and sonic in a combined total of times per day equal to 3 times your level. These spell-like powers do not count against your total of spells known or spells per day.

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and special training allow him to avoid arcane spell failure while wearing light armor and light shields. This ability does not extend to medium or heavy armor, nor to heavy shields. This ability applies only to spells cast by a duskblade spellcasting class.

At 4th level, you learn to use medium armor with no chance of arcane spell failure.

At 7th level, you learn to use a heavy shield with no chance of arcane spell failure.

Combat Casting: At 2nd level, you gain Combat Casting as a bonus feat.

Arcane Channeling (Su)
Beginning at 3rd level, you can use a standard action to channel your arcane energy into a single target.

any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner counts as a melee attack of opportunity. The spell must be cast in one full standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

At 13th level, you can cast any touch spell you know as a full attack action, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

Quick Cast: Beginning at 5th level, you can cast one spell as a swift action so long as the casting time of the spell is 1 standard action or less.

You can use this ability twice per day at 10th level, three times per day at 15th level, and four times per day at 20th level.

Spell Power (Ex): Starting at 6th level, you can more easily overcome the spell resistance of any opponent you successfully initiate combat with a melee attack.

If you have initiated combat with an opponent with a melee attack, you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +3 at 11th level, to +4 at 16th level, and to +5 at 18th level.



TABLE 1-3 THE DUSKBLADE

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+1	+2	+0	+2	Arcane attunement, armored mage (light)	3	2	—	—	—	—
2nd	+2	+3	+0	+3	Combat Casting	4	3	—	—	—	—
3rd	+3	+3	+1	+3	Arcane channeling	5	4	—	—	—	—
4th	+4	+4	+1	+4	Armored mage (medium)	6	5	—	—	—	—
5th	+5	+4	+1	+4	Quick cast 1/day	6	5	2	—	—	—
6th	+6/+1	+5	+2	+5	Spell power +2	6	6	3	—	—	—
7th	+7/+2	+5	+2	+5	Armored mage (heavy shield)	6	6	3	—	—	—
8th	+8/+3	+6	+2	+6		6	7	6	—	—	—
9th	+9/+4	+6	+3	+6		6	7	6	2	—	—
10th	+10/+5	+7	+3	+7	Quick cast 2/day	6	8	7	3	—	—
11th	+11/+6/+1	+7	+3	+7	Spell power +3	6	8	7	5	—	—
12th	+12/+7/+2	+8	+4	+8		6	8	8	6	—	—
13th	+13/+8/+3	+8	+4	+8	Arcane channeling (full attack)	6	9	8	6	2	—
14th	+14/+9/+4	+9	+4	+9		6	9	8	7	3	—
15th	+15/+10/+5	+9	+5	+9	Quick cast 3/day	6	9	8	7	5	—
16th	+16/+11/+6/+1	+10	+5	+10	Spell power +4	6	9	9	8	6	—
17th	+17/+12/+7/+2	+10	+5	+10		6	10	9	8	6	2
18th	+18/+13/+8/+3	+11	+6	+11	Spell power +5	6	10	9	8	7	3
19th	+19/+14/+9/+4	+11	+6	+11		6	10	10	9	7	5
20th	+20/+15/+10/+5	+12	+6	+12	Quick cast 4/day	6	10	10	10	8	6

Class Skills (2 + Int modifier per level, +4 at 1st level): Craft, Decipher Script, Diplomacy, Knowledge (planes), Knowledge (religion), Knowledge (the planes), Linguistics, Perception, Spellcraft, Swim, Survival.

PLAYING A DUSKBLADE

A duskblade can take the fighter's place in the front ranks of a party or ensorcel his foes from a distance like a wizard. While you aren't quite as good as either a dedicated fighter or a dedicated wizard or sorcerer in those roles, you're reasonably effective in either, and you can change roles on a round-by-round basis as needed.

Choosing the path of the duskblade means you don't have to choose between being a combat specialist and a spellcaster. You enjoy the best of both worlds, and you'll undertake any quest that promises to improve either your spellcasting or your melee prowess. Driven to simultaneously master both swordplay and spellcasting, you might devote yourself to delving into ancient ruins to learn more about the original duskblades or wander far and wide looking for other duskblades interested in restoring the class to its previous glory.

Religion

The demands of martial and arcane discipline don't leave much room for religion in the typical duskblade. Most aligned duskblades typically venerate Corellon Larethian, even if they aren't elves, because he supposedly taught the first duskblades the secret of combining melee combat with arcane casting. A few worship Boccob as the personification of their own mastery of magic, while more honor Wee Jas, who exemplifies both the magic they wield and also the death that they deal.

Other Classes

You get along well with members of other classes who share rigorous devotion to a chosen path, such as paladins, dragon shamans, and monks. You are the object of envy to sorcerers

and of admiration to bards, who sometimes try to emulate your abilities (often with disastrous results). Among members of the two classes whose portfolios you draw from, fighters and wizards, some view you with disdain while others are fascinated by your unique meld of melee combat and arcane spellcasting. Barbarians, clerics, and knights tend to distrust you, while rogues, rangers, druids, and beguilers view you and other duskblades with indifference.

Combat

You might sometimes feel you have too many options, too many things you can do in a single round. Use that flexibility to confound your enemies, outfighting what you can't outspell and outspelling what you can't outfight. The monster that engages you in melee, hoping to get an attack of opportunity that spoils your next spell, is in for a surprise—a surprise consisting of three feet of razor-sharp steel.

Most of a duskblade's spells target a single creature or have a range of touch, so you are most effective when you single

NEW ARMOR SPECIAL ABILITY: TWILIGHT

This armor special ability, which first appeared in the *Book of Exalted Deeds* supplement, is of particular use to duskblades. Such armor becomes translucent when donned and possesses a faint sunset-colored sheen. Twilight armor reduces the chance of arcane spell failure by 10%.

Faint abbreviation: CL 5th Craft Magic Arms and Armor Price +1 bonus

out and focus upon defeating a single opponent. Your spells that affect areas are limited mostly to cones, which means you need to be on or near the front lines to get the effect from them. Even if you come close to being as effective as a fighter or a sorcerer in his chosen field, you're certainly not as effective as a fighter and a sorcerer. You'll occasionally cast a spell and strike with your blade in the same round, but pure spellcasters such as the sorcerer are more able to affect a crowd of foes or blast a group of opponents. That said, actions are the D&D game's most fundamental currency, and you'll be able to take advantage of additional actions in the round as you combine spellcasting with melee attacks and eventually gain the ability to cast any spell you know as a swift action a number of times per day.

Advancement

Like the sorcerer, you face a crucial decision: which spells to put on your spells known list. The offensive spells on your spell list fall into three primary categories: touch spells, single-target ranged spells, and short-range cones. Choose at least one touch spell, such as *touching grasp*, to take advantage of your arcane channeling ability. You should also take a movement spell, such as *swift expedition*, *retreat*, and an attack-enhancing spell such as *true strike* or *magic weapon*. Future spell selections can tailor your repertoire to the role you find yourself most commonly filling, whether it be a front-line fighter or a finesse caster.

Assign as many skill points as possible to Concentration, Knowledge (arcana), and Sense Motive. For feats, take the Weapon Focus (longsword) feat and also consider sudden metamagic feats, such as Sudden Silent and Sudden Empower, both from the *Complete Arcane* supplement.

Do not neglect to put some thought into your gear as well. Spend 30% of your wealth on the heaviest armor you can afford without risking arcane spell failure chance (the mithral and/or having the twilight special ability). Spend 10% on your primary weapon and 20% on items that improve your Intelligence, Strength, and saving throws. Spend 10% on wands and scrolls and the remaining 10% on miscellaneous items and a basic adventuring package.

Your spellcasting and fighting prowess also allow you the opportunity to enter into prestige classes that are suited to either melee or spellcasting.

STARTING PACKAGES

Package 1: The Blaster

Human Duskblade

Ability Scores: Str 15, Dex 13, Con 12, Int 14, Wis 10, Cha 8
Skills: Climb, Concentration, Jump, Knowledge (arcana)

Spellcraft

Languages: Common, Draconic, Elven

Feat: Point-Blank Shot, Weapon Focus (ranged spell)

Weapon: Greataxe (1d12/+3, 5 javelins 1d6, 30 ft)

Armor: Chain shirt +4 AC

Other Gear: Spell component pouch, standard adventurer's kit, 10 gp

Spells Known: 1st—*Katgor's fire bolt*, *ray of celerity*, *vent O—acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*

Package 2: The Defender

Elf Duskblade

Ability Scores: Str 15, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Concentration, Decipher Script, Knowledge (arcana)

Spellcraft

Languages: Common, Dwarven, Goblin, Orc

Feat: Toughness

Weapon: Dwarven waraxe (1d10, +3)

Armor: Scale mail +4 AC; light wooden shield (+1 AC)

Other Gear: Spell component pouch, standard adventurer's kit, 22 gp

Spells Known: 1st—*lesser detect*, *resistance*, *vent O—acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*

Package 3: The Skirmisher

Elf Duskblade

Ability Scores: Str 15, Dex 15, Con 10, Int 14, Wis 10, Cha 8
Skills: Climb, Concentration, Jump, Spellcraft, Spot (cc)

Languages: Common, Draconic, Elven, Sylvan

Feat: Dodge

Weapons: Glaive (1d10, +3), five javelins (1d6, 30 ft)

Armor: Studded leather +3 AC

Other Gear: Spell component pouch, standard adventurer's kit, 42 gp

Spells Known: 1st—*flexibility*, *retreat*, *true strike*, *vent O—acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*

DUSKBLADES IN THE WORLD

Your spells cannot penetrate my magical defenses. You are helpless now!

Last words of Zufir Hafag, rukshasa lord

The duskblade combines the best features of the fighter and wizard. Duskblades make dangerous foes because they have so many options: magical and martial, available to them every round. Their ability to deliver touch spells through a melee attack is particularly potent.

Daily Life

The life of a duskblade is one of constant training. Each duskblade must simultaneously be a swordmaster, a demi-spellcaster, and an expert in the esoteric techniques of arcane channeling. Each of those elements requires years to master, put them together, and you have a training regimen that only the most driven characters can maintain.

The typical duskblade is doing calisthenics in the castle courtyard before the other characters wake up in the morning and practicing somatic gestures long after everyone else has gone to sleep in the evening. Exceptions exist, of course, but in general duskblades have a reputation as driven, focused individuals.

Notables

Since duskblades are few and far between, they are natural loners, wandering far and wide in search of adventures that will prove a suitable challenge for their unique combination of abilities. Such is the case with Gwintor the Swift, a wild elf who adventured in the woodlands of his people for a century

so before he committed himself entirely to a crusade against the duergar and spent the rest of his long career on extended forays into the underground.

Other duskblades join like-minded adventuring groups. Given their own mix of melee and spellcasting abilities, duskblades are willing to try unusual combinations, such as in the case of Taigan the Fair, a gray elf duskblade who formed a highly successful party with a human hexblade and a halfling warmage.

Still others are restless, moving from group to group and area to area in search of new challenges. For example, Hallia Yelebane, a self-taught half-elf duskblade, rarely stays in the same country more than a month or two. She arrives, seeks out a suitable challenge for her talents, throws herself into that adventure, and then moves on. In the course of her career (brief by elven standards), she has rescued a halfling metropolis from a cabal of mind flayers who were "farming" the small humanoid for their brains, teamed with a githyanki monk to defeat a famed githyanki knigar, and claimed his silver sword as her own, and exposed malefic infiltrators in an aquatic elf community and thus turned back a sahuagin invasion, along with other exploits. Hallia's nickname derives from her unexpected victory, early in her career, over one of her fellow duskblades, the elf Yele, who until then had boasted that he had never been defeated in a one-on-one duel. The two became fast friends and now make a point to duel at least once every year.

Organizations

Because of the elven heritage of the class, many duskblades gravitate toward the elf lands even if they aren't elves themselves. Knowledge of duskblade fighting techniques is sufficiently rare that no large company of duskblades exists—or, if one does, it's a well-kept secret. For centuries, the class has been sustained by nothing more than solitary masters who teach duskblade skills and spells to worthy apprentices, and by those who have taught themselves the techniques from long-neglected tomes and training manuals. More recently, some self-taught duskblades have appeared who master the difficult techniques required by the class through some innate instinct. No matter what their origin, all are equals in the eyes of their fellow duskblades.

Duskblades love to test themselves against each other, on the rare occasions when the paths of two duskblade adventurers happen to cross, they will always make time for a friendly duel, before they part. Given elf life spans, some duskblades maintain friendly rivalries that can last for centuries.

NPC Reactions

Few common folk understand who or what duskblades truly are, and most assume those duskblades they happen to meet are simply fighters with a bit of sorcerer ability (or vice versa). Legends speak of elf heroes skilled with both blade and spell, but these tales do little to inform anyone of the specific abilities of the duskblades. Most adventurers react to duskblades with some wariness because a duskblade's combination of abilities makes it very hard to judge how powerful or capable such a character is in any situation.

DUSKBLADE LORE

Characters with ranks in Knowledge (arcana) can research duskblades to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some elves have the ability to cast arcane spells while engaged in melee combat, such elves are known as duskblades.

DC 15: Not all duskblades are elves, sometimes members of other races master the class's special techniques of spellcasting in melee.

DC 20: Duskblades preserve an ancient tradition that enables them to deliver spell damage through weapon strikes.

DUSKBLADES IN THE GAME

Duskblades fit easily into an ongoing game because of their small numbers and enigmatic mix of abilities. The presence of the class is easily explained as your players explore more of the world—they simply hadn't encountered any duskblades until now, or had mistaken those they did encounter for multiclass fighters/wizards. Now that they've discovered this aspect of the setting, however, they're free to multiclass into the duskblade class or to begin a new character with levels only in the new class.

Adaptations

One of the more interesting ways to adapt this class to your campaign is to keep the class abilities more or less the same but to change the race involved. For example, the githyanki have a tradition of multiclass fighter/wizards known as gish; these individuals could easily be reconceived as a gish duskblade class. Unexpected combinations would be the most striking, such as a previously unrevealed halfling duskblade class. After all, few expect halflings to engage in melee except when making sneak attacks, but when magically boosted by bull's strength and the like and fighting with oversized weapons, they could prove unexpectedly deadly against those who underestimate them—which, after all, is the essence of the duskblade class.

Sample Encounter

An encounter with a duskblade should highlight his combined use of spells and melee abilities. The duskblade should use his spells to force the PCs to close into melee with him, and then he should batter them with a barrage of touch spells delivered through his melee attacks. Fighting a villainous duskblade should be tricky, because he'll use the tools that are most effective against each character, for example, spells requiring Reflex saves against the fighter and powerful melee attacks against the wizard.

EL 7: Yele has always been drawn to both physical combat and the study of magic. As a duskblade, he combines the two into one seamless fighting style. An adventurer by trade, Yele could encounter the characters as a friend or a foe. If as a foe, it is because some enemy of the adventurers has encouraged Yele to go after them for some reason, perhaps to gain some magical treasure currently in their possession that would significantly boost either his swordplay or his spellcasting.

If as a friend Yele could join with the adventurers to search for some lost piece of arcane lore or because their quest strikes him as likely to prove an interesting challenge for his talents

YELE

Male elf duskblade 7
 NC Medium humanoid
 Init +6
 Senses low light vision, Listen +2 Spot +2
 Languages Common Elven Gnome Sylvan
 AC 21 touch 13 flat footed 19
 hp 35 (7 HD)
 Immune sleep
 Fort +6 Ref +7 Will +6, +8 against enchantments

Speed 20 ft (4 squares)
 Melee +1 longsword +11 +6 (1d8+4/19–20)
 Base Atk +7, Grp +10
 Atk Options arcane channeling*, quick cast
 Abilities Str 16, Dex 14, Con 11, Int 14, Wis 10, Cha 8
 SQ able to notice secret or concealed doors, armored mage*, spell power*

Spell-Like Abilities (CL 7th,
 5/day)—dancing lights, detect magic, flare, ghost sound, read magic

Duskblade Spells Known (CL 7th)

2nd (5/day)—glow touch (+10 melee touch DC 14), scorching ray (+9 ranged touch), swift fly
 1st (7/day)—ray of enfeeblement (+9 ranged touch), resist energy, shocking grasp (+10 melee touch), swift expeditious retreat, true strike
 0 (6/day)—acid splash, disrupt undead, ray of frost (+9 ranged touch), touch of fatigues (+10 melee touch DC 12)

Feats Combat Casting*, Combat Expertise, Improved Initiative, Lightning Reflexes

Skills Concentration +10 (+14 casting defensively), Knowledge (arcana) +12, Knowledge (the planes) +12, Listen +2, Sense Motive +10, Spot +2

Possessions +1 breastplate, +1 light shield, +1 longsword, cloak of resistance +1, ring of protection +1

*Class features described on page 20

Duskblade Spell List

The duskblades spell list appears below. Spells printed in this book are marked with an asterisk.

0 Level acid splash, disrupt undead, ray of frost, touch of fatigue

1st Level Bigby's trapping hand*, blind*, cloud*, burning hands*, color spray, cure light wounds, Keldorn's fire bolt, lesser deflect*, magic missile*, obscuring mist*, ray of enfeeblement

SWIFT EXPEDITIOUS RETREAT, SWIFT FLY, AND SWIFT INVISIBILITY

Three spells on the duskblade's spell list—*swift expeditious retreat*, *swift fly*, and *swift invisibility*—appear in *Spell Compendium*. If you do not have that book, here these spells as their nonswift versions, except that their casting time is 1 swift action and the duration of each spell is 1 round.

CR 7

resist energy, rouse*, shocking grasp, stand*, swift expeditious retreat, true strike

2nd Level antimagic power*, bear's endurance, Bigby's striking fist*, bull's strength, cat's grace, darkness, deflect*, dimension hop*, ghoul touch, Melf's acid arrow, scorching ray, see invisibility, seeking ray*, spider climb*, stretch weapon*, sure strike*, swift fly, swift invisibility, touch of doom

3rd Level crown of might*, crown of protection*, dispelling magic*, doom scarab*, energy negation*, energy surge*, greater magic*, greater invisibility*, keen edge, protection from energy, ray of exhaustion, regroup*, vampire touch

4th Level Bigby's interposing hand, channeled pyroburst*, cleric's hand, dispel magic, enervate, fire shield, phantasmal killer, shout, toxic weapon*

5th Level Bigby's clenched fist, chain lightning, disintegrate, hold monster, petar ray, slashing dispel*, see no shield*, waves of fatigue

KNIGHT

After you sign a deed or an honorable death in battle. The choice is yours.

—Archibald the Impetuous

A knight is a proud, skilled melee combatant who fights in the name of honor and chivalry. A knight relies on more than a sharp sword and a stout suit of armor to defeat her foes. Her drive, determination, and fighting spirit allow her to control the battlefield in ways that others cannot match. A knight can challenge an opponent to a duel, calling upon the foe's pride and ego to force his hand. The knight's talent with heavy armor, shields, and defensive tactics grant her the ability to disrupt her foe's plans. Only the most talented rogues and monks can slip past a knight's defenses to strike at her allies. An adventuring group with wizards, sorcerers, and other lightly armored members thrives with the assistance of a knight. While the knight keeps enemies occupied, her allies can use their talents and abilities without fear of attack or harassment.

The knight class is a great choice if you want to play a tough, durable melee combatant whose strong personality allows you to manipulate your foes. Weaker foes cower in fear before you while stronger foes move to strike you rather than your allies when you play on their egos and challenge them to duels. Your expertise in using armor and carrying a shield allows you to form an impregnable defensive line. Once you engage a foe, he has difficulty moving away to threaten your allies. If you want to be a frontline melee combatant who defends the rest of the party and manipulates opponents, the knight is a good choice.

MAKING A KNIGHT

A low-level knight is similar to a cross between a fighter and a bard. You have many hit points, a high Armor Class, and an ability similar to bardic music—the knight's challenge class feature. You can pick a single foe, usually the one who poses the most dangerous physical threat, and gain a bonus on attack rolls and damage rolls against that opponent. You

must pay close attention to the knight's code of conduct since it forbids you from taking advantage of several tactically useful situations.

You excel in combat in a manner similar to a fighter—but while a fighter can slay a monster, your primary talent is your ability to keep that monster away from your allies while you battle it. It might take you longer to win the day, but your many hit points and strong defensive abilities help preserve you. Best of all, your defense enables you allies to function at full capacity without being subject to the monster's attacks. Any sorcerer or wizard in the party thrives when you are there to absorb attacks and hold back your mutual foes.

As you advance in level, you gain the ability to dictate a foe's actions, forcing him to attack you instead of other targets. Weaker opponents, which typically appear in numbers too large for you to hold them at bay, quail in terror when you menace them. Even if they slip past you, they take penalties when they attack your allies. Your knight's challenge and shield block class features combine to let you excel in one-on-one melee, granting you a bonus on attack rolls, damage rolls, and Armor Class against a single foe of your choice. If the group faces a mighty villain or a single overwhelming physical threat, it's up to you to keep the monster occupied while your allies cast their spells or maneuver for position.

Abilities. You benefit from a high Charisma score, since it determines how often you can use some of your abilities and the save DC of those abilities. A high Constitution allows you to increase your already impressive hit point total, thus bolstering your capacity to defend your allies. Strength improves your combat abilities, making you more effective as a front-line character.

Races. The majority of knights are dwarves, humans, and half-elves. The dwarf's tendency toward order, combined with that race's militaristic bent, gives rise to fighting orders dedicated to upholding justice and obeying an honorable code. Dwarf knights also serve as wandering dispensers of justice between isolated settlements who enforce the rule of law and protect small clanholds. Humanity, with its sprawling kingdoms and empires, produces many knights who fight as much for king and country as for personal honor and monetary rewards. Some half-elves enter into such service as well and can rise to high ranks within such orders. Gnomes and halflings rarely become knights, since the knight's straightforward code of conduct runs counter to the small races' reliance on trickery and clever planning. Few half-orcs have the opportunity to become knights, but when they do their natural strength serves them well. Elf knights are rare since elves prefer freedom and flexibility over the rigid code of honor all knights must follow.

Alignment. Knights are always lawful. Their dedication to a code of conduct is but one expression of their devotion to order. Most knightly orders arise as institutions forged to protect a kingdom from invaders or to enforce the law against chaos from within.

While knights value order, they tend in equal numbers toward good, evil, and neutrality. Lawful good knights see

order as a tool to protect the innocent and weak from evil. Lawful evil knights believe that the social order serves to reward the strong. Lawful neutral knights abhor the destruction and suffering that chaos can bring and so uphold order for its own sake.

Starting Gold: 6d4+10 gp (150 gp)

Starting Age: As paladin (PH 109)

CLASS FEATURES

Your class features involve mastering the use of armor and shields and learning how to manipulate your foes so that melee combat takes place on your terms, not theirs.

Weapon and Armor Proficiency: Knights are proficient with all simple and martial weapons and with all armor (heavy, medium, and light), and all shields (except tower shields).

Knight's Challenge: Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade. In battle, you use the force of your personality to challenge your enemies. You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat. By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to $1/2$ your class level + your Charisma bonus (minimum once per day). As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge: *Ex.* As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to $5 +$ your Charisma bonus, if any.

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

- At 7th level, the bonus you gain from this ability increases.
- At 13th level, it rises to +3. At 19th level, it increases
- to +5.

TABLE 1-4 THE KNIGHT HIT DIE d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+0	Fighting challenge +1, knight's challenge, knight's code
2nd	+2	+0	+0	+0	Mounted combat, shield block +1
3rd	+3	+1	+1	+1	Bulwark of defense
4th	+4	+1	+1	+1	Armor mastery (medium), test of mettle
5th	+5	+1	+1	+1	Bonus feat, vigilant defender
6th	+6, +1	+2	+2	+2	Shield ally
7th	+7/+2	+2	+2	+2	Fighting challenge +2
8th	+8/+3	+2	+2	+2	Call to battle
9th	+9/+4	+3	+3	+3	Armor mastery (heavy)
10th	+10/+5	+3	+3	+3	Bonus feat
11th	+11/+6/+1	+4	+4	+4	Shield block +2
12th	+12/+7/+2	+4	+4	+4	Daunting challenge
13th	+13/+8/+3	+4	+4	+4	Fighting challenge +3
14th	+14/+9/+4	+4	+4	+4	Improved shield ally
15th	+15/+10/+5	+5	+5	+5	Bonus feat
16th	+16/+11/+6/+1	+5	+5	+5	Bond of oaths
17th	+17/+12/+7/+2	+5	+5	+5	Impetuous endurance
18th	+18/+13/+8/+3	+6	+6	+6	
19th	+19/+14/+9/+4	+6	+6	+6	Fighting challenge +4
20th	+20/+15/+10/+5	+6	+6	+6	Loyal beyond death, shield block +3

Class Skills (2 + Int modifier per level, +4 at 1st level): Acrobatics, Appraise, Bluff, Diplomacy, Heal, Intimidate, Knowledge (nobility), Ride, Swim

Test of Mettle Ex Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all combat enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 10 + 1/2 your class level + your Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use comes from increased confidence and the knowledge that you have proved your mettle knight against your enemies by calling out foes even against overwhelming odds. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of a test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

Call to Battle Ex Starting at 8th level, you become an inspiring figure on the battlefield. When all seems lost, you are a beacon of hope who continues to fight on despite the odds. No cause is yet lost when a knight still battles.

As a swift action, you can expend one use of your knight's challenge ability to grant an ally another save against a fear effect. The target gains a bonus on this save equal to your Charisma bonus (if any). If the target succeeds on this save, he gains the benefit for a successful save against the attack or spell. This ability reflects your talent to inspire your allies in the face of a daunting foe.

For example, Ladda fails her save against a *lich's* fear spell. On his next action, Sir Agrivail uses his call to battle ability to grant Ladda another save. If she succeeds, she immediately shrugs off the effect of the fear spell.

Daunting Challenge Ex Starting at 12th level, you can call out opponents, striking fear into the hearts of your enemies. In this manner, you separate the strong-minded from the weak-willed, allowing you to focus on opponents that are worthy foes.

As a swift action, you can expend one use of your knight's challenge ability to issue a daunting challenge. This ability affects all creatures within 100 feet of you that have a CR less than your character level minus 2. Targets must be able to hear you, speak or understand a language of some sort, and have an Intelligence score of 5 or more. All targets who meet these conditions must make Will saves (DC 10 + 1/2 your class level + your Cha modifier) or become shaken.

The effect of a daunting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any). Whether a creature fails or succeeds on its save against your daunting challenge, it can only be targeted by this effect once per day.

...the knight's code...not...
...the knight's code...not...

...the knight's code...not...
...the knight's code...not...

...the knight's code...not...
...the knight's code...not...

The Knight's Code. You fight not only to defeat your
and win renown across the land. The stories that arise to
...the knight's code...not...
...the knight's code...not...

...the knight's code...not...
...the knight's code...not...

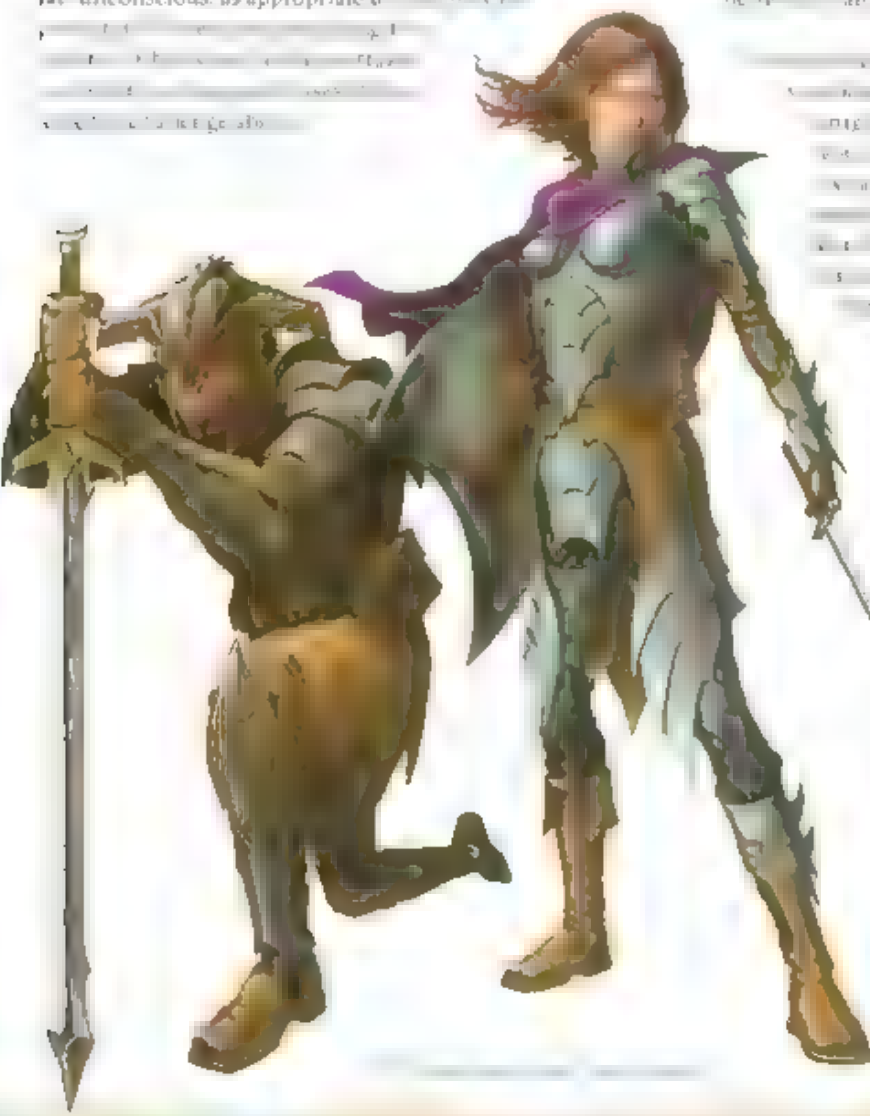
- A knight does not gain a bonus...
...the knight's code...not...
- A knight does not gain a bonus...
...the knight's code...not...
- A knight does not gain a bonus...
...the knight's code...not...

...the knight's code...not...
...the knight's code...not...

...the knight's code...not...
...the knight's code...not...

Mounted Combat. At 2nd level, you gain Mounted Combat.

Shield Block. Exp. Starting at 2nd level, you excel at using your shield to block attacks. When you are hit by a melee weapon attack while wearing a shield, you can spend 1 reaction to reduce the damage by 2. You can use this feature a number of times equal to your proficiency bonus, then you must wait until you finish a short or long rest to use it again.



This shield bonus increases to +2 at 11th level and +3 at 14th level.

Bulwark of Defense (Ex): When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex): Starting at 4th level, you are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor. Starting at 9th level, you ignore the speed reduction imposed by heavy armor as well.

Bonus Feat: At 5th level, you gain a bonus feat chosen from the following list: Animal Affinity, Disarm, Endurance, Great Fortitude, Iron Will, Quick Draw, Ride-By Attack, Spirited Charge, Trample, or Weapon Focus (ance). You must still meet any prerequisites for the feat. You gain an additional bonus feat from this list at 10th level and again at 15th level.

Vigilant Defender (Ex): Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex): Starting at 6th level, as an immediate action you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Improved Shield Ally (Ex): At 14th level, your ability to absorb damage increases. Once per round you can absorb all the damage from a single attack directed against an adjacent ally. In addition, you continue to absorb half the damage from other physical attacks on an adjacent ally, if you so choose. You must decide whether to use this ability after the attacker determines that an attack has succeeded but before he rolls damage.

Impetuous Endurance (Ex): Starting at 17th level, your fighting spirit enables you to push your body beyond the normal limits of endurance. You no longer automatically fail a saving throw on a roll of 1. You might still fail the save if your result fails to equal or beat the DC.

PLAYING A KNIGHT

As a knight, you are driven to prove your abilities, showcase the code of chivalry as a proper way to live, and defend your allies. You are impetuous and brave, never backing down from a challenge. When you face a mighty foe, you take a moment to call out a challenge to him, salute his fighting ability, or list his crimes that you seek to avenge.

Religion

Knights value order and honor in all things. They worship lawful gods, though whether their patrons are good, neutral,

or evil depends solely on the knight's preferences. Good knights favor Heltroneous, while neutral ones follow St. Cuthbert. Evil knights, if they venerate a god, offer prayers to Hextor. Knights of Heltroneous and Hextor are renowned for the epic duels they have fought against each other. Opposing armies sometimes halt their advance to allow these sworn enemies to duel to the death before the rest of the battle is joined.

Other Classes

You respect paladins for their skill in combat and devotion to a code of conduct, although their path is somewhat different from your own. You see wizards, sorcerers, clerics, and bards as useful allies who should stay back away from combat. Individual knights sometimes travel partnered with a member of one of these classes. Most knights consider barbarians to be crazed lunatics who lack the honor, self-control, and training to fight in a proper civilized manner, yet a skilled barbarian can earn a knight's grudging respect through deeds in battle. You have little regard for rogues, beguilers, or others who rely on stealth or deceit. In general, you have no feeling one way or the other toward druids, monks, and rangers. You distrust the duskblades' mix of melee combat and spellcasting but can empathize with the dragon shamans' devotion to his totem dragon, (though you might be wary of particular shamans, those devoted to chaotic dragons). In general, you feel protective (but with a touch of condescension) toward adventurers who cannot handle heavy armor and weapons.

You serve two basic roles in battle. You excel at dominating the field of battle, since your defensive abilities make it difficult for opponents to move past you and strike vulnerable members of your party. You believe that the best way to face an enemy is to challenge him to an honorable duel and kill him fair and square, claiming all the glory for yourself. When faced with multiple foes, you can strike fear into some and goad others into attacking you rather than your allies. You are the sorcerer's, wizard's, or bard's best friend. Your commanding presence draws attacks to you, while your hit points and heavy armor make you ideally suited to absorb blows. While you are engaging foes in combat, your allies can use their spells and special abilities without interference.

Advancement

When looking at feats to select as you gain levels, you have two basic paths. You can focus on your fighting skill, or you can attempt to expand your capabilities to serve as the party's spokesman. The former option is best when you are the group's primary combat specialist. If the party includes a barbarian, paladin, fighter, ranger, or duskblade, you can afford to dabble in feats that improve your Charisma-based skills. Although Diplomacy is not a class skill for you, the Skill Focus feat combined with your superior Charisma and a few cross-class ranks makes you a serviceable emissary.

When it comes to combat feats, look to ones that improve your ability to deal damage. Your class features already enhance your defense, making feats such as Power Attack

Weapon Focus and so forth excellent options to boost your offense. Alternatively, you could focus on crippling your foe's ability to deal damage. Combat Expertise combined with Improved Disarm and Improved Trip form a potent combo. When you lure a foe into attacking you, you can pluck his weapon from his hand or knock him to the ground. In either case, your opponent is neutralized as a threat to you, your allies.

Improved Initiative is a critically important feat, since it allows you to act first, move forward, and defend your allies. The sooner you find a place at the front line, the longer you can hold back the monsters.

STARTING PACKAGES

Package 1: The Cavalier

Human Knight

Ability Scores: Str 15, Dex 12, Con 13, Int 10, Wis 8, Cha 14
Skills: Diplomacy, Knowledge (nobility and royalty), Ride
Feat: Mounted Combat, Skill Focus (Ride)
Weapons: Lance (1d8/x3), longsword (1d8, 19–20), three javelins (1d6, 30 ft)
Armor: Chain shirt (+4 AC), heavy wooden shield (+7 AC)
Other Gear: Standard adventurer's kit, 11 gp

Package 2: The Defender

Dwarf Knight

Ability Scores: Str 15, Dex 12, Con 15, Int 10, Wis 8, Cha 12
Skills: Diplomacy, Ride
Feat: Shield Specialization (heavy)
Weapons: Dwarfen waraxe (1d10, x3), warhammer (1d8/x3), 5 javelins (1d6, 30 ft)
Armor: Scale mail (+4 AC), heavy steel shield (+2 AC)
Other Gear: Standard adventurer's kit, 18 gp

Package 3: The Destroyer

Half-Orc Knight

Ability Scores: Str 16, Dex 12, Con 13, Int 8, Wis 8, Cha 13
Skills: Intimidate
Feat: Power Attack
Weapons: Battleaxe (1d8/x3), five javelins (1d6, 30 ft)
Armor: Scale mail (+4 AC), heavy steel shield (+2 AC)
Other Gear: Standard adventurer's kit, 50 gp

KNIGHTS IN THE WORLD

"I like having a knight in front of me in a fight. He holds the line and allows me to work on spells in peace. Best of all, so long as he has his back to me I can never hear him prattling on about honor, strength, and chivalry."

Varanis Runespeaker, mage-initiate of Wee Jas

The concept of the knight, or cavalier or chevalier has arisen in many cultures that used mounted warriors in their armies. Typically, knights were members of the rich, land-owning upper class who could afford to buy and maintain heavy armor and a horse. Such individuals served an elite role in the military not only for their fighting talents and ability to ride over and smash through infantry who lacked polearms but also for their social standing. For the historical knight

his status as a rich landowner was the basis of his superiority to others. Legend transformed the concept of the knight to focus on one who sets forth searching for deeds that will win him glory, drawing on his code of conduct and charismatic personality to defeat his enemies. Since a character who owns land and sits on a fortune in gold makes for a poor adventurer in a traditional D&D game, the knight character class focuses on the concept of a heavily armored melee combatant who fights according to a strict code of conduct. Fidelity to that code grants the knight the confidence and fighting spirit to excel on the battlefield and hence the glory he or she seeks.

Daily Life

A knight adventures to prove her skill at arms, to advance the cause of whatever lord she might serve, and to further her own aims. She rides forth from her lord's castle to right wrongs, quest in her lord's name, and prove herself worthy of knight-hood. By actively seeking fame, glory, and acclaim, the knight brings praise and respect to the code of honor that she fights under.

Some knights are lone wanderers with neither castle nor king. A bloody war might leave a knight without a master. Homeless and with little more than her armor and weapons, this knight adventures to further the cause she still holds dear. She could work to bring down the enemies who defeated her lord or attempt to do as much good across the land as possible, winning glory all the while. She might seek for a new cause worthy of her devotion. The knight's order might fall, but the concepts of honor and chivalry endure so long as one knight holds them dear.

Other knights are similar to paladins in that they place their faith in a cause, though for a knight this cause is rooted in the world rather than a divine power. A knight might fight against oppression and brutality in all its forms, such as when a dwarf knight ventures into the underground with his companions on a crusade to defeat gnomes, duergar, and other horrors before they can threaten the surface. Such a knight doesn't need a lord or an order. All he needs is a sharp sword, a stout shield, and an indomitable belief in his cause.

The knight of the D&D game is a wanderer who hunts down the red dragon that has despoiled the countryside or the hero who mans the walls and rallies the town guard when a horde of orcs appears on the horizon. The knight fights for a cause, and it matters not whether that cause is upholding the crown or a ceaseless desire to bring justice and hope to the land.

Notables

Knights gain notoriety for their deeds, whether triumphs in combat or selfless acts of great honor. Many an adventurer grew up on stories such as that of Archbold the Imperious, who after the defeat of his liege's army stood alone to block pursuit on a narrow bridge while his allies withdrew to safety. The bards claim that Sir Archibald slew more than a hundred hobgoblins before he finally fell, by which time his allies had reached the safety of a nearby fortress.

Another legend tells of Lady Attis, an evil but brave knight who drove off a rampaging red dragon that had terrorized the region, not from any beneficence toward the inhabitants but to win the fame of defeating a foe no one else dared face.

Organizations

Knights often band together into orders of knighthood, and many of these organizations have storied histories. Knightly orders typically allow their members to spend much of their time on and around quests, requiring only that the knight live by the code of the order and be willing to return to the order's headquarters when called upon. Knightly orders have a proud tradition of using heraldic symbols to identify themselves, and knights who belong to the order often carry these symbols on their shields and armor to identify their affiliation.

NPC Reactions

Individuals react to knights based on their previous interactions with other members of the class. A heroic knight meets stony silence and suspicion in a land where evil knights oppress the poor. By the same token, a villainous knight finds that folk who assume knights are chivalrous, fair, and honorable are quick to trust her and willing to believe the best about her. Such trust might indeed bring out the best in her, or it might lead swiftly to disaster, depending on the knight.

A knight who has retired from adventuring typically acquires some position of authority, with commensurate political power, whether as general, king's champion, or ruler of some city or outpost. People's opinions of knights are thus often the same as their views of authority in general.

KNIGHT LORE

Characters with ranks in Knowledge (nobility and royalty) can research knights to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10 Knights are skilled mounted fighters who specialize in defensive combat.

DC 15 Knights are combat-oriented characters adept at protecting their companions and stopping foes from getting past them. They follow a strict code of honor.

DC 20 Knights are masters of armor and sword use. They can lure foes into one-on-one combat through sheer force of will.

KNIGHTS IN THE GAME

Because of their obvious place in real-world history, knights fit well into any campaign with a medieval setting. The class can be available to characters of almost any race or origin, or you can tie the class to a specific kingdom or group of cultures in your campaign world. Either way, the knight provides an exciting option for players interested in a melee-oriented character capable of holding a line of combat and really protecting her allies, as well as challenging monsters in single combat.

Adaptation

This class can fit in a campaign in many ways—to serve a specific plot need, you can tie its history to a race or add a connection to a mysterious organization. The class description assumes that many races and cultures produce knights, but in your world perhaps only lawful societies might field knights as part of the armed forces, creating an instant and flavorful difference between lawful and chaotic culture groups. If you take this route, create a chaotic-oriented group of hexblade rangers, or scouts who oppose the order of knights.

Sample Encounter

A knight can be encountered anywhere her quest for glory might take her, at the head of an enemy army, on a lone mission into the underground, or simply wandering the countryside looking for suitable challenges. A knight often appears partnered with an arcane or divine spellcaster, since the knight's class features work best in conjunction with an unarmored or lightly armored partner.

ILLUSTRATION Lady Sorra adheres to the code of knighthood for one reason: it seems the fastest way to gain power in a world where those of common birth lack opportunity. She could make a temporary ally or suitable antagonist for any adventuring group, perhaps first appearing as an ally in one adventure and then again later in another as an antagonist. In the latter case, she is likely to be found serving as the personal bodyguard of a powerful evil spellcaster.

LADY SORRA

CR 7

Female human knight 7

LE Medium humanoid

Int -5, Senses Listen +0, Spot -0

Languages Common

AC 21 touch 12 flat-footed 20 shield block* +1

hp 65 (7 HD)

Fort +7 Ref +4 Will +8

Speed 30 ft. (6 squares)

Melee +7 longsword +1/+6 (1d8+4 19–20)

Base Atk +7 Grp +10

Atk Options Cleave, Power Attack, fighting challenge* +2
test of mettle

Abilities Str 16 Dex 13 Con 14 Int 8 Wis 10 Cha 12

SQ armor mastery*, knight's challenge* 4/day knight's
code* shield ally*, vigilant defender*, wall of steel*

Feats Cleave, Great Fortitude*, Improved Initiative, Iron Will

Mounted Combat*, Power Attack

Skills Handle Animal +11, Intimidate +11

Possessions +1 breastplate, +1 heavy shield, +1 longsword

cloak of resistance +1, ring of protection +1

*Class features described on pages 25–28

EX-KNIGHTS

A knight who is no longer lawful loses the benefits of her knight's challenge ability. As a result, she cannot use class features that require her to expend uses of the knight's challenge ability, such as fighting challenge, test of mettle, and call to battle. She no longer takes penalties for violating her code of conduct.

A knight can regain her status by returning to a lawful alignment.



The original *Dungeons & Dragons* character classes were designed to provide a baseline mechanical framework for your character's attack and defense. Each class also has a list of special abilities that define the character. To complement the eleven standard classes presented in the *Player's Handbook*, supplements such as the *Complete* series have introduced additional classes. This chapter provides advice and insight on eighteen classes that fit well within most D&D settings. It presents a set of options to enhance characters of that class.

Each class presentation in this chapter includes character themes that help define a character's personality. These are not intended as an exhaustive list, and you are not required to adopt any of them. Each entry also includes a list of class features that define the personality archetypes; see Chapter 5 for more information on these features.

In addition to this roleplaying advice, each presentation offers one or more alternative class features and a set of alternative starting packages.

Alternative class features replace class features found in the original class description. If you have already reached or passed the level at which you can take the feature, you can use the retraining option described on page 192 to gain

an alternative class feature in place of the normal feature gained at that level.

The format for a tentative class feature is summarized in the following table.

ALTERNATIVE CLASS FEATURE NAME

A general description of the ability and why you might want to choose it.

Level You can select the alternative class feature only at this level unless you are using the retraining option described in Chapter 5.

Replaces This line identifies the ability that you must sacrifice to gain the alternative class feature.

Benefit This section describes the mechanical effects of the new ability.

STARTING PACKAGES

Each of the presentations in this chapter is a set of three new starting packages for each class, each one designed for a character that fills a particular role in the adventuring party. For details about how to use these starting packages and to modify them if you desire, see Chapter 5.



BARBARIAN

All stand in awe at the berserker fury you tap at will, enhancing your strength and toughness at the expense of reason. But what do cultured people know of the frozen wastes or hellish jungles that forged your earliest experiences? The cruel vicissitudes of growing up "savage" were normal to you. When your older brother was lost on a bear hunt one day, and your young sister died of disease in the howling dark late one night, how could you know that in other places they might not have had to die? These and other experiences marked you, and you stand apart from those born into the comforts of civilization.

Suggested Backgrounds choose one: Gladiator, Mariner, Tribal Origin

Suggested Personality Archetypes (choose one): Challenger, Explorer, Mercenary, Orphan, Renegade, Savage, Seeker, Simple Soul, Wanderer

CHARACTER THEMES

One or both of the following character themes could apply to you.

Fearless: You are made of stern stuff. You're not foolish, but you're not afraid to test your mettle and resourcefulness against any foe. If you're told a foe is beyond your ability to defeat, you need more evidence than merely the claim. You do not boast, but make bold statements that echo your experiences and resolve.

Warrior: Since you are actually embroiled in a conflict, you prefer a quick, urgent battle. A battle cry is a yell intended to rally your allies while putting fear into the hearts of enemies. See the Barbarian Battlecries sidebar and create a few of your own battlecries tailored to your experience.

Fearless (continued): You braved the deadly glaciers' darkest, coldest crevasse [deserted deep jungle] for three days—this trial cannot compare with that fear.

If you fear to cross swords with the foe, pray for a quick death, for you'll never find fulfillment in this life.

It is no lie we speak, for it is true: Fear breeds fear!



Tattooed: Your flesh is scribed with one or more pictures or symbols that signify your connection with the ancient principles of your barbarian past. One or more of the following tattoos adorn your body.

Arrowhead: You wear this simple pointed tattoo on your forehead. You believe that it lends you alertness in your feelings, both in combat and in your perception of the lies others tell you. Most people are certainly distracted by it.

Bear: Across your chest is tattooed a mighty bear, whose inexhaustible strength is your strength, and whose capacity to keep fighting even when sorely wounded is a quality

Butterfly: This stylistically rendered winged insect (you claim, a butterfly) and you tell all who admire it that it signifies everlasting life.

Circle: This tattooed open circle (or hoop) is the universal symbol of wholeness, female power, and infinity. If you are female, you have this emblem tattooed on your breasts, and all who see it know you are an avatar of the feminine spirit.

Swords: The weapons you choose to wield say a lot about you, but the significance of their representations are tattooed upon your flesh. Such tattoos are tokens of good luck, and as long as they are visible, you know that you cannot suffer lasting defeat.

Demon: By tattooing a demonic image on your chest instead of a bear, you indicate to others that you have no love for piety, show no mercy to your enemies, and don't care the least bit for propriety.

Dragon Scales: Your cheeks are tattooed with radiant dragon scales, which indicate the position of authority that was yours prior to your leaving your savage land, or the nobility that awaits you when you need return to your mighty barbarian horde.

Lightning: Jagged lines scribed down your lower jaw and cheek represent bolts of lightning, and you believe this lends you swiftness of pace and possibly strength.

Mask In Lieu of Face: You have a tattoo of a mask representing a fierce animal

monster, a nature spirit, or an ancestor. Your tribal shaman convinced you that the application of such a painful and encompassing—and disfiguring!—tattoo would allow you to more easily contact the spirit world and gain the power of the spirit or animal represented by the mark. Alternatively, you were shunned or cast out by your tribe. The tattoo covering your face forever marks you as an outcast to your tribe unworthy to associate with the people of your birth.

Naga: Instead of snakes spiraling up your arms, you have tattooed human-headed nagas! The nagas represent anarchy and indicate to others who understand the symbol that you follow no law but your own, civilization be damned.

Snake: Tattooed snakes coil around your upper arms, simple but colorful. Their heads point toward your head, imparting their wisdom to you in spirit, if not in voice.

Spider: On the palm of one of your hands, hidden in normal dealings with strangers, the tattoo of a night-dark spider lurks with five of its legs extending up onto the undersides of your fingers. To you—and others familiar with the symbology—the spider represents trickery and even death, though others might say treachery. Instead of trickery. When engaged in trickery (or treachery), it is your habit to reveal your open palm to the victim of your trick (or double-cross) as the nature of your action becomes apparent to them.

Sun Rays: On the backs of your hands are tattooed the long rays of the golden sun. Just like you can count on the sun rising daily, people can count on you, as this tattoo signifies.

Toad: You believe that this minor tattoo you wear on one shoulder helps protect you from witchcraft, evil spells, and demonic influences.

BERSERKER STRENGTH

The decision of when to rage is one of the toughest faced by a barbarian. Selecting the berserker strength class feature in place of rage removes the need for this often complicated tactical decision, replacing it with an automatically activated boost to your combat prowess and durability. In short, when the going gets tough, you get tougher.

Level: 1st

Replaces: If you select this class feature, you do not gain rage (or any later improvements to that class feature).

BARBARIAN BATTLECRIES

Below are a few battle cries you can yell screaming out to mark the beginning of a conflict, or into an enemy's face in the midst of battle.

Ja shreek like a high-pitched yowl of a wildcat!
Blood for the Blood God!
Break the bones, hew the flesh!
Death to the city dwellers!
For the North! (or your tribe name)
Scream your last!
Your guts for a garter!
Your skin for a shawl!
Your skull for a cup!

Benefit: Whenever your current hit point total is below 5 your barbarian level, your berserker strength automatically activates. You gain a +4 bonus to your Strength score, a +2 bonus on saves, damage reduction 2/—, and a –2 penalty to your AC. The damage reduction granted by berserker strength stacks with any similar kind of damage reduction.

There is no limit to the number of times per day your berserker strength can activate. While berserker strength is active, you have the same limitation on actions as a barbarian in rage (PH 25). You cannot voluntarily end your berserker strength, although you automatically drop out of it while unconscious, helpless, or most likely, when you receive healing to bring your current hit points above the threshold.

At 11th level (or if you would gain the greater rage class feature from any class), your berserker strength improves instead. The bonus to your Strength score improves to +6, your bonus on saves improves to +3, and you gain damage reduction 3/— (or your existing damage reduction of the same kind improves by 3).

At 20th level (or if you would gain the mighty rage class feature from any class), your berserker strength instead improves again. The bonus to your Strength score improves to +8, your bonus on saves improves to +4, and you gain damage reduction 4/— (or your existing damage reduction of the same kind improves by 4).

Any effect that would normally apply only during your rage applies whenever your berserker strength is active.

STARTING PACKAGES

Package 1: The Destroyer

Half-Orc Barbarian

Ability Scores: Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6
Skills: Climb, Jump, Swim
Feat: Power Attack
Weapons: Greataxe (1d2/x3), five javelins (1d6, 30 ft)
Armor: Scale mail, +4 AC
Other Gear: Standard adventurer's kit, 9 gp

Package 2: The Hunter

Elf Barbarian

Ability Scores: Str 15, Dex 16, Con 10, Int 10, Wis 13, Cha 8
Skills: Climb, Handle Animal, Listen, Survival
Feat: Track
Weapons: Battleaxe (1d8/x3), shortbow with 20 arrows (1d6, 19–20, 60 ft)
Armor: Studded leather (+3 AC), heavy steel shield (+2 AC)
Other Gear: Standard adventurer's kit, 1 gp

Package 3: The Whirlwind

Human Barbarian

Ability Scores: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8
Skills: Climb, Intimidate, Jump, Listen, Swim
Feat: Two-Weapon Fighting, Weapon Focus (kukri)
Weapons: Two kukris (1d4/18–20), five javelins (1d6, 30 ft)
Armor: Scale mail, +4 AC
Other Gear: Standard adventurer's kit, 4 gp

CARD

You roam the bright kingdoms and less savory regions of the world alike, amassing lore, negotiating tricky deals, scouting, gambling, spying, relaying messages, and telling epic stories. You work magic with your music, influencing the hearts and minds of both friends and foes. In the end, the best stories end up being about you.

Suggested Backgrounds (choose one): Artisan, Drifter, Mariner, Noble Scion.

Suggested Personality Archetypes (choose one): Ageless, Daredevil Explorer, Innocent Mercenary, Orphan, Rebel, Renegade Royalty, Trickster, War Hero.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Military Historian. This character theme requires you to have at least one rank in Knowledge (history). You are a student of conflict, an expert on the subject of the famous battles between prehistoric tribes, ancient militaries, and modern armies between kings and necromancers.

Now and then, you regale your friends with snippets of these histories. You find it all so interesting that you know everyone else would feel the same way if only they were exposed to the sagas.

We could learn something from the Battle of Rakdar, fought three hundred years ago. When the army of King Yrsa encountered an allied army of eight kings at Rakdar, it was utterly decimated by the much larger force. King Yrsa learned the value of alliances then."

The Battle of Ceshireim sent ten thousand warriors to the grave because reinforcements didn't arrive when Emperor Dron ordered. Over the years, his generals had taken the money meant to keep reinforcements at the ready and instead bought fine mansions for themselves in their private lands. These were later burned by the Ceshireim army, which advanced unopposed."

Negotiator. In some groups, your diplomatic skills will exceed those of all your friends. To be a good negotiator, you must be fair, but stern. While the Diplomacy skill provides the mechanical resolution of a scene, DMs rely on hearing the gist of your negotiating points as a precursor to attempting the skill check.

Really, it's all about the "spin." With the proper spin, even a three-day-dead orc can be made to sound enticing. For example, if you are attempting to explain to a city official why your group was responsible for so many deaths, you are in a delicate situation, you might say:

"Your honor, consider this: a [redacted] would have so often been brought. Consider the burnings unburnt, lives saved, no money still safely in coffers precisely because of our actions!"

On the other hand, if you are trying to trade in an unneeded magic weapon for some other trifle that you or a friend would prefer, try:

"Your eyes miss nothing, madam, but of course you couldn't know that this blade was once the boyhood dagger of the playwing chequan. Indeed, his weneyed words are a delight to all. And this [redacted] was grasped in that same hand that also takes so ably to the pen. Consider its value now."

Riddlemaster. You absorb stories, but you collect riddles. A good riddle is a treasure in itself, and "a thorough knowledge of riddles keeps the intellect flexible and sharp," as you are fond of saying. More than that, a knowledge of riddles can prove useful in negotiations with certain enigmatic beasts, prideful kings, or any foe whose conceit compels it to agree to test of riddles to resolve a dispute.

Every bard knows at least a few riddles. Beyond these beginning few, you are constantly on the lookout for more, whether through research in dusty tomes, or by riddling with strangers and friends, ally or foe, even when there is nothing at stake. In this way, you are able to collect ever more riddles for your growing repertoire. You are also adept at creating your own riddles.

How To Write A Riddle. Use three rules when writing a riddle:

1. Pick an word or phrase as the answer to your riddle.
2. Turn the word or phrase over and over in your head, free-associating and making note of any unusual or off-the-wall idea that comes to mind.
3. Come up with clues about these ideas you've just generated.

Put it all together, tidy it up, and you might have just created a riddle that will last the ages.

Spy. Even if you don't have a commission, you can play up the fact that you might be working under official authority—perhaps, you've (supposedly) done so in the past.

Purchase a leather-bound journal (in game, and keep copious notes about all your surroundings, exploits, and the doings of your acquaintances. At some later point, your habits could reveal an important clue that was missed earlier. To prevent anyone else from gleaming the same information, you keep this journal in a cipher.

Ciphers. A cipher is a way to record information in such a way that it is obscured to those without special knowledge. In most cases, this special knowledge is a key for simple ciphers that provides the necessary insight for rearranging letters into their proper order or otherwise rendering a message legible.

If you end up actually acting as a spy for a merchant guild, temple, or other organization, you can pass a note every few sessions to the DM using a simple cipher—assuming the DM aids you in this endeavor.

One of the simplest ciphers replaces each letter of the alphabet with a different letter that is a certain number of letters away. For instance, if the cipher is "letter +1," replace each letter with the one that follows it in the alphabet, then the message "I am a spy," when decrypted, reads "I am a spy."

Storyteller. You are a repository of stories both ancient and contemporary. From the wealth of stories at your disposal, the lessons of history and adages of past bards and sages are at your fingertips. Use this knowledge to your advantage when you wish to influence an ally's (or foe's) opinion about something, such as a plan of action or a proposed agreement. By preceding your point with a reference to a story, real or made up, you lend additional weight to the point you make immediately afterward. Most sentient creatures feel the pressure of precedent or others' past experience on a similar matter, even if you've invented the story on the spot, as long

as they can't know you're making it up! Of course, it's better if you actually have a story or a piece of history to use as a story.

Before you attempt this tactic.

For example, when confronted with a particular thorny problem, especially if you see a solution, stroke your chin and say:

This reminds me of the time Prince Volfred tried to enter his palace in the archery contest. Funny thing about that.

Or, when you disagree with a conclusion, try:

The noble Medicar thought the same thing, when he was a master to live in the forest. He figured he could survive on the wild herbs and honey he would find. Good thing he changed his mind.

Or, when you believe not enough forethought has gone into an ally's proposed course of action:

My god work, yes, but you remember Darrin, who rushed into the Cave of the Yedo v Skull? If he had just watched a little longer, he'd have seen the giant sleeping behind the stone.

BARDIC KNACK

Wandering bards learn more mundane skills and less esoteric knowledge on their travels. If you select this class feature, you have done a little bit of everything, maybe you spent a few months as a wilderness guide, and you also had a cousin in an ambassador's retinue who regaled you with tales of courtly intrigue.

The bardic knack class feature makes you more capable of accomplishing simple tasks with a wide variety of skills. You don't need to dabble in noncritical skills (unless you want to be considered trained in their use), freeing up your skill points to focus on a small range of crucial skills.

Level: 1st

Replaces: If you select this class feature, you do not gain bardic knowledge.

Benefit: When making any skill check, you can use 1/2 your bard level (rounded up) in place of the number of ranks you have in the skill, even if that number is 0.

For example, a 5th-level bard would have the equivalent of 3 ranks in Appraise, Balance, Bluff, and so on—but only for the purpose of making skill checks.

You can't take 10 on checks when you use bardic knack; to take 10 you have to use your actual ranks. If the skill doesn't allow untrained checks, you must have at least 1 actual rank to attempt the check.

STARTING PACKAGES

Package 1: The Controller

(Full Elf Bard)

Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15

Skills: Bluff, Diplomacy, Disguise, Gather Information, Knowledge (local), Perform, Sense Motive

Languages: Common, Elven, Celestial

Feat: Skill Focus: Perform

Weapons: Longsword (1d8, 19–20), shortbow with 20 arrows (1d6, ×3, 60 ft)

Armor: Studded leather (+3 AC)

Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit (9 gp)

Spells Known: 0—detect magic, lullaby, mage hand, prestidigitation

Package 2: The Problem Solver

(Half Elf Bard)

Ability Scores: Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15

Skills: Bluff, Concentration, Craft (alchemy), Listen, Perform, Spellcraft, Use Magic Device

Languages: Common, Gnome, Goblin

Feat: Arcane Flourish

Weapons: Longsword (1d6, 19–20), shortbow with 20 arrows (1d4, ×3, 60 ft)

Armor: Studded leather (+3 AC)

Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit (4 gp)

Spells Known: 0—dancing lights, detect magic, mage hand, read magic

Package 3: The Vanguard

(Human Bard)

Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15

Skills: Concentration, Diplomacy, Escape Artist, Listen, Perform, Spot, Tumble

Languages: Common, Dragon

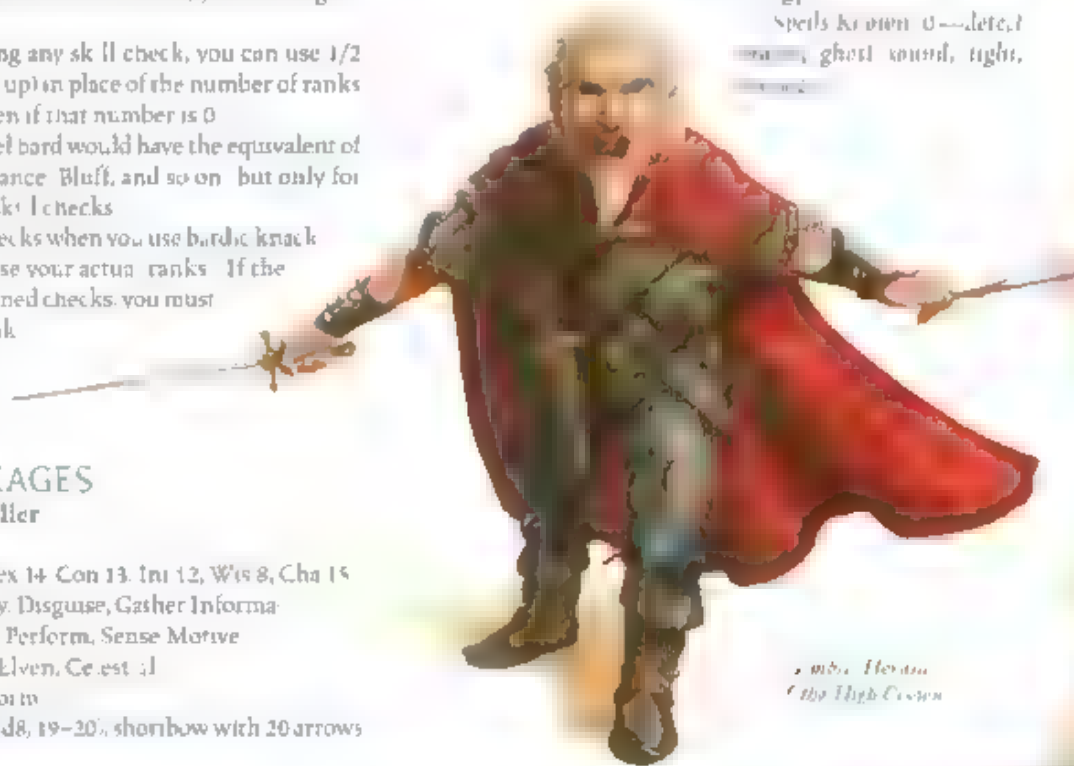
Feats: Combat Expertise, Still Spell

Weapons: Rapier (1d6, 18–20), five javelins (1d6, 30 ft)

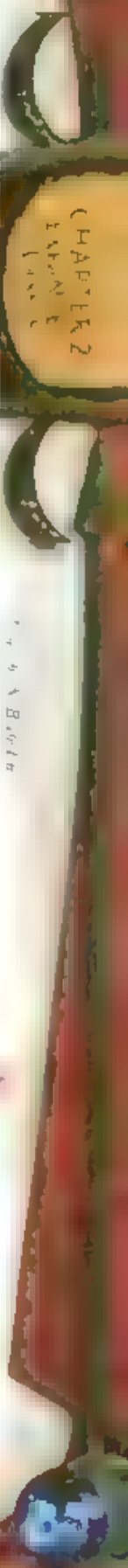
Armor: Studded leather (+3 AC), light wooden shield (+1 AC), arcane spell failure

Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit (22 gp)

Spells Known: 0—detect magic, ghost sound, light



by Mike Howard
for the High Crown



CLERIC

You are a representative of an almighty deity's authority in the mortal world. You give thanks daily to the good fortune that put you in such an enviable position. You know firsthand that the places of natural beauty, the structure of societies, and even existential cosmic laws would falter and perhaps collapse altogether without divine influence and intervention.

However, deities work through agencies other than mere divine decree. In fact, gods prefer to work through intermediaries such as you when possible. You use the power of your deity to make your god's will manifest. In doing so, you improve, as you are raised slowly up in the eyes of the deity you serve with each deed you accomplish in your god's name.

Suggested Backgrounds: Aristocrat, Artisan, Acolyte, Noble, Scholar.

Suggested Personality Archetypes (choose one): Agent of Change, Companion, Crusader, Innocent, Leader, Martyr, Orphan, Prophet, Royalty, Sage, Seeker, Simple Soul, Theorist.

CHARACTER THEMES

One or more of the following character themes could apply to you:

Giver of Blessings: Since you are an agent of your deity's will, you often find yourself along with your companions, in tight spaces. In such circumstances, it is customary for you to bless yourself and your companions with your god's beneficence immediately prior to taking desperate action.

Keeping such blessings to a minimum number of words is a good idea given that you are usually only moved to give a blessing when circumstances are dire.

You are partial to one or more of the following blessings, substituting your deity's name for Pelor:

Refresh and gladden our spirits.
Purify our hearts.
Clarify our powers.
We lay our hope in Pelor's hands.

"Bless us, oh Pelor,
and these thy weapons rest
we are about to deploy in thy name
through your beneficence."

We humbly beseech you from the bottom of our hearts to tutor us in our necessity.

Missionary: You believe without question that others would benefit by conversion to the worship of your deity. You have taken

it upon yourself to be a propagator of your religion, and draw upon one of the following methods of proselytizing:

through Exhortation: You are a strident evangelist who exhorts others to consider your deity's worship at every opportunity. For instance, whenever you heal a companion,

Through Pelor's grace he healed. If your beneficence were greater, how much greater would the relief from your wounds be?

On the other hand, when smiting enemies, you scream regardless of whether your friends have yet converted:

When you cross me, you cross him, at god Pelor and earn his wrath and the wrath of his disciples!

Conversion by Example: You never exhort your companions to convert, but instead serve your deity lovingly and well. You heal your companions at need, smite enemies, and accomplish other duties required by the company you keep.

After months of showing how the grace of Pelor helps you, through example, you are ready to choose your moment. At some point your aid, healing prayer, or other good work will come at just the precise moment to save or renew one of your companions. This is the time to whisper persuasively in his or her ear:

Consider what Pelor has done for you—it is through his aid that I have endured. If you are so moved, I will tell you more of Pelor later."

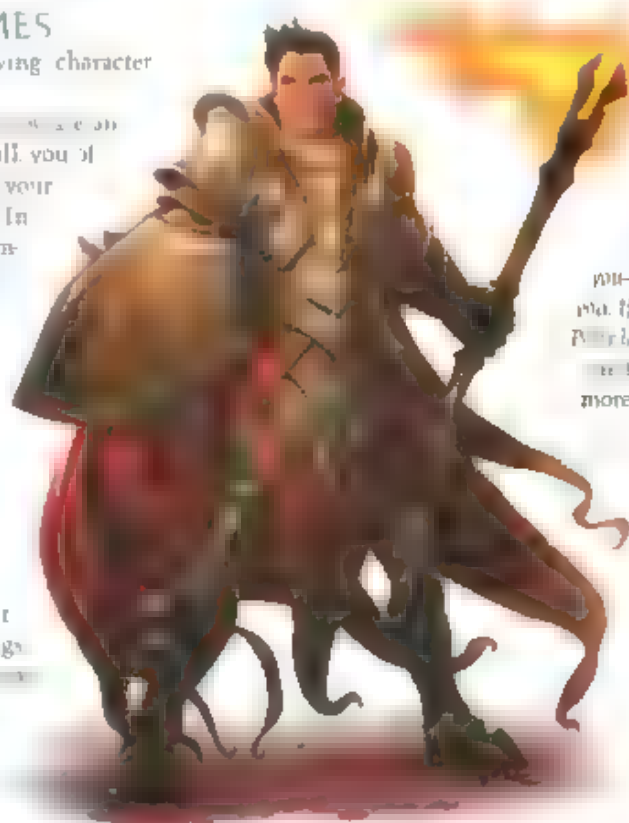
through Conversion: You can slowly bring one or more of your companions into the fold.

Prayerful: You know that maintaining the channels of communication between yourself and your deity is necessary, not just when your god grants your spells, but all day through. However, the adage is simple: being what it is, your prayers are short and sweet, and you drop them into conversation when possible.

For instance, whenever you make a particularly forceful assertion, you append one of the following phrases, substituting your deity's name for Pelor:

As Pelor has so often aided us, so I have no doubt that Pelor may smile upon us in Pelor's name. In this we ask Pelor's aid, and in so doing we will be instrument of Pelor's peace, and in this we ask Pelor's divine aid.

As Pelor has smiled on us from the very beginning, and may all sin in Pelor's eyes be washed from our hearts, so that our purposes are pure.



Yacoub, High Priest

Sermonizer: You are familiar with the trials and travails of your deity, especially if your god or one of his saints or other associated entities was forced to undergo a great trial to reach a higher spiritual understanding or vision.

You are given to dropping in bits and pieces of this story prior to expressing your point. You hope that by being made aware of holy example, your companions will see the wisdom of your words.

For instance, you might say as part of your arguments (substituting your deity's name for Pelor):

Not as the One Hundred Wents of Pelor tell us
not we suffer as Pelor suffered in his many trials
but even the justest hearts can fail! Remember Eyrin, the
Red, the Maid of Pelor? Renowned for her piety and courage
she was slain in battle with a idea knight, but in her destruction
she was victorious.

Long before you were born and long after you're become but
just, Pelor's disciples will continue their good works and see to it
that Pelor's will is accomplished.

Soldier of Divinity: You stand a little closer to the paladin
ideal than other clerics. You disdain blessings and prayers
and you avoid healing your compatriots except in the direst
of circumstances. Instead, you select your spells, feats, and
magic items so that your deity's divine grace directly infuses
your strength at arms and defense. If you pray for just the
right combination of aid, your ability to fight your god's
battles comes close to equaling any warrior's combat ability,
and in some cases exceeds those capabilities.

Of course, being a soldier of your deity doesn't mean that
you can't be prayerful (see above), though your pleas to your
god take on a much more military context.

More ideal, or feel living worth

"Kill them all! Pelor commands it!"

SPONTANEOUS DOMAIN CASTING

After a while, clerics can start looking very similar. Even with a
variety of domains to choose from, domain spells take up such
a small portion of the average cleric's repertoire that they don't
have much effect on the overall feel of the character. With spon-
taneous domain casting, though, your domain choice becomes
a more important element of your character. You won't be able
to provide as much healing to your party as a typical cleric, but
the ability to prepare cure or inflict spells in your domain spell
slots keeps you from falling too far behind in that area.

Level 1s

Replaces: If you select this class feature, you do not gain
the ability to spontaneously convert prepared spells into cure
or inflict spells.

Benefit: You can convert stored spell energy into the spells
of one of your domains. Pick one of your two domains. You can
"use" any prepared spell (other than a domain spell), to cast any
spell of the same level or lower on that domain list. Your choice
is permanent unless an alignment change, deity change, or other
dramatic event leaves you incapable of accessing the domain.

In addition, when preparing spells you can choose to fill
any or all of your domain spell slots with either cure or inflict
spells (depending on whether you would normally convert
prepared spells to cure or inflict spells) of the same level.

Example: Cructus is a cleric of Heironeous with the Good
and War domains. At 1st level, he chooses to spontaneously
cast War domain spells. Thereafter, he can lose a prepared
1st-level spell to cast *magic weapon*, a prepared 2nd-level spell
to cast *spiritual weapon* (or *magic weapon*) and so on. Further-
more, in each domain spell slot he can prepare a spell from
the Good domain, a spell from the War domain, or a cure spell
of the same level.

STARTING PACKAGES

Package 1: The Defender

Dwarf Cleric of Moradin

Ability Scores: Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 11
Skills: Concentration, Knowledge (religion)

Feats: Improved Turning

Weapons: Morningstar (1d8), light crossbow with 20 bolts
1d8 19–20, 80 ft.

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC)

Other Gear: Spell component pouch, standard adventurer's
kit, wooden holy symbol, 2 gp

Class Features: Channels positive energy, Good and Protec-
tion domains

Spells Prepared: 1st—*command*, *protection from evil*⁰, *shield of
faith*, 0—*detect magic*, *light*, *resistance*

D: Domain spell

Package 2: The Destroyer

Half-Orc Cleric of Heironeous

Ability Scores: Str 16, Dex 10, Con 12, Int 6, Wis 15, Cha 11
Skills: Concentration

Feats: Divine Justice^{*}, Martial Weapon Proficiency (long-
sword), Weapon Focus (longsword)

Weapons: Longsword (1d8/19–20), 2 javelins 1d6 20 ft.

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC)

Other Gear: Spell component pouch, standard adventurer's
kit, wooden holy symbol, 5 gp

Class Features: Channels positive energy, Good and War
(longsword) domains

Spells Prepared: 1st—*bless*, *divine favor*, *magic weapon*^{*},

*protection from evil*⁰

D: Domain spell

Package 3: The Healer

Human Cleric of Pelor

Ability Scores: Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 13
Skills: Concentration, Diplomacy, Heal

Feats: Combat Casting, Sacred Healing^{*}

Weapons: Longspear (1d8/x3), light crossbow with 20 bolts
1d8 19–20, 80 ft.

Armor: Scale mail (+4 AC)

Other Gear: Spell component pouch, standard adventurer's
kit, wooden holy symbol, 12 gp

Class Features: Channels positive energy, Healing and
Sun domains

Spells Prepared: 1st—*endure elements*⁰, *protection from evil*,
sanctuary; 0—*detect magic*, *detect poison*, *light*

D: Domain spell

CHAPTER 2
CLERICS

DRUID

Your secret instruction occurred in caves and forests sacred to the You learned clandestine verses, the names of stars and constellations, the cycle of the seasons, sacred songs, formulas for prayers and incantations, rules of divination and magic, and the language of animals. To this day, you still learn, as a druid, you are a lifelong student of the natural world.

Why isn't everyone? After witnessing the fury of a storm, the splendor of the setting sun, and the spirit-renewing power of a grove of aspen trees, only the most stone-hearted would not be moved to protect and conserve them and what's more, rejoice and cherish the slow-growing natural elements of the world that form the foundation of everything else. Without the web of sun, rain, growth, death, and rebirth in nature, the vaunted civilizations of men, elves, and other creatures would crumble like

Suggested Backgrounds (choose one): Ascetic, Farm Hand, Tribal Origin

Suggested Personality And Types (choose one): Agent, Crusader, Explorer, Innocent, Martyr, Orphan, Prophet, Renegade, Sage, Savage, Wanderer

CHARACTER THEMES

One or more of the following character themes could apply

Conservationist. You espouse a philosophy you like to call the "conservation ethic." The conservation ethic promotes the measured use, allotment, and protection of natural lands and waters. You employ your ethic as an aid in your efforts to sustain the natural world, its forests, lakes, seas, and all the strange and wondrous creatures that live within it.

In order to engender a similar ethic in your companions and others that you meet, you offer poetic references to nature when traveling, when first seeing a new vista, or when you otherwise deem appropriate.

Spend a heartbeat and notice every pairing, every tendril of mist in the dark woods, and every humming insect.

The deer, the wolf, the oak, the pine, and the great birds are our fellows, and they can be wronged, just as you can be wronged.

"An unchecked and untempered appetite will devour green plants and leave behind only a barren wasteland."

What soul can't find peace and spiritual renewal in the loneliness of the whoopoorwill or the arguments of the frogs around a pond at night?

Whatever happens to the wild places, the pure waters, and the teeny-beasts soon happens to us. An invisible web connects all things.

Friend of Animals. Small and relatively defenseless animals have no greater friend than you. While you know that nature is not merciful, and that the weak and old are destined to be food for young, strong predators, you also know that mercy can selectively apply to nature.

To this end you know by sight dozens, if not hundreds, of individual small animals such as birds, gophers, and rabbits. You don't bore your humanoid companions with all the

names you've given all the little creatures that you recognize unless asked.

You always carry with you a small bag in which you keep crumbs, old bones, jerky, grain, thistle, or other treats that animals enjoy, and leave them as small offerings when

"See that one? Hawks rarely live as long as ~~she~~. He's a tough old bird."

"Sometimes my trip to find me around the campfire at night and all one's wits of the tail."

Hunter. You are displeased when those who should know better exploit nature. But you retain a burning hatred for those things that attack nature's peace by virtue of their mere existence: you hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires).

From time to time, you lead raids against such creatures, especially when they encroach on natural wonders and lands that you revere. Even while such creatures are still contained, it is better to excise them before they can cause damage to the natural world, rather than wait for the damage to happen as it inevitably will.

Undead in particular have no connection to nature—they exist apart from it, a mockery of the normal cycles of life. Nature cries out each moment they are suffered to exist.

"Those not of creation deserve no part in it."

"This aberrant one's body must be displayed as a warning to the others."

Judge. You are the guardian of unwritten ancient laws inspired by nature. As someone with such knowledge, you believe you have the power to judge those who have sinned against the natural order. When you judge, you can sentence the malfactor to be excommunicated from sacred groves, the deep woods, and all other places where nature still reigns supreme.

To the extent you are able to communicate your judgments to other druids, wild animals, treants, and other creatures of the wild, your judgments stand. Of course, the easiest way to ensure your judgment is to take matters into your own hands against those who have sinned most heinously, such as undead, through their mere existence.

In most cases, other druids are willing to abide by your judgments, if you show through your actions that you are willing to abide by theirs.

However, a civilized court of law, whether a council of village elders or a king's tribunal, recognizes the rights of druids and their judgments. That's all right with you—neither do you recognize their right over sovereign nature.

Prima natura is the first arbiter and final authority.

"The laws of man pale before the law of nature."

Philosopher. Nature is red in tooth and claw, regardless of what the sentimental philosophies of so-called civilization might claim. To truly cherish all life, you embrace the fact that bad things and good are all part of the evolving environment. When events unfold that seem initially bad or ruinous, you philosophically attempt to provide perspective to your companions.

feature at later levels, such as the ability to wild shape into an elemental at 16th level.

Benefit. You can shapeshift at will into powerful animal or nature-oriented forms. Each time you use this ability, you can choose the exact look that your shapeshifted form takes. Druids pick animals from the terrain and climate they're most familiar with. For example, a druid from a jungle might adopt the form of a black panther when in predator form, while one from the tundra might shapeshift into a white wolf. The two forms look different, but functionally they're identical. This is a supernatural ability.

It requires only a swift action to shapeshift. If you are capable of taking more than one form, you can shapeshift directly between two forms without returning to your normal form. There's no limit to the number of times per day you can change forms, nor to the amount of time you can spend in a shapeshifted form.

You retain your normal Hit Dice, hit points, base attack bonus, base saving throw bonuses, and skill ranks regardless of your form. You also retain your normal ability scores, though each form grants a bonus to your Strength score.

You keep all extraordinary, supernatural, and spell-like special attacks and qualities of your normal form, except for those requiring a body part your new form does not have.

All your held, carried, or worn gear melds into your new form and becomes nonfunctional until you return to your normal form. You cannot speak in shapeshifted form, and your limbs lack the precision required to wield a weapon or perform tasks requiring fine manipulation. You can't cast spells or activate magic items while in shapeshifted form, even if you have the Natural Spell feat or other ability that would allow you to cast spells while wild shaped.

Unless otherwise noted in the descriptions below, you retain your size and space when you adopt a new form. You always retain your type and subtype regardless of the nature of the form assumed. You don't gain any special attacks or qualities while shapeshifted except as described below.

When you shapeshift into a form other than your own, you gain natural weapons and reach with those weapons as described below. These natural weapons gain an enhancement bonus on attack rolls and damage rolls equal to 1/4 your druid level, and at 4th level and higher they are treated as magic weapons for the purpose of overcoming damage reduction. The damage dice given are for Medium druids; smaller or larger druids should adjust those values according to the table on page 28 of the *Dungeon Master's Guide*.

If knocked unconscious or slain in shapeshifted form, you revert to your original form.

Predator Form. This form, traditionally that of a wolf, panther, or other predatory mammal, is the first one a shapeshifting druid learns.

While in predator form, you gain a primary bite attack that deals 1d6 points of damage. You have the reach of a long creature of your size (5 feet for Small or Medium). You gain a +4 enhancement bonus to Strength, and your natural armor bonus improves by 4. Your base land speed becomes 50 feet.

At 4th level, you gain Mobility as a bonus feat whenever you are in predator form, even if you don't meet the prerequisites.

Aerial Form. At 5th level, you can shapeshift into a flying creature. Traditionally resembling an eagle, vulture, or bat, the aerial form enables fast travel and the ability to soar out of harm's way.

While in aerial form, you gain a primary talon attack that deals 1d6 points of damage. You have the reach of a long creature of your size (5 feet for Small or Medium). You gain a +2 enhancement bonus to Strength and a +2 enhancement bonus on Reflex saves, and your natural armor bonus improves by 2. You gain a fly speed of 40 feet (good maneuverability).

At 7th level, you gain Flyby Attack as a bonus feat whenever you are in aerial form.

Ferocious Slayer Form. At 8th level, you can shapeshift into a large and fierce predatory form, such as a tiger, brown bear, or dire wolf.

While in ferocious slayer form, you gain a primary bite attack that deals 1d8 points of damage and two secondary claw attacks that each deal 1d6 points of damage. Your size increases by one category (to a maximum of Colossal), and you have the reach of a long creature of your size (5 feet for Medium or Large). You gain a +8 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude saves, and your natural armor bonus improves by 8. Your base land speed changes to 40 feet.

At 10th level, you gain Improved Critical (bite) and Improved Critical (claw) as bonus feats whenever you are in ferocious slayer form.

Forest Avenger Form. At 12th level, you can take the form of a massive plantlike creature, similar to a shambling mound or a treant. (Druids not native to forest terrains typically reshape this form to fit their environment.)

While in forest avenger form, you gain a pair of primary slam attacks that deal 1d8 points of damage each. Your size increases by one category (to a maximum of Colossal), and you have the reach of a tall creature of your size (5 feet for Medium, 10 feet for Large). You gain a +12 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude and Will saves, and your natural armor bonus improves by 12. Your base land speed becomes 10 feet.

You gain damage reduction 5, slashing while in forest avenger form.

At 14th level, you gain Improved Overrun as a bonus feat while in forest avenger form (even if you don't meet the normal prerequisites).

Elemental Fury Form. At 16th level, you can shapeshift into a giant form of air, earth, fire, or water (your choice each time you shapeshift).

While in elemental fury form, you gain a pair of primary slam attacks that deal 2d6 points of damage each. Your size increases by two categories (to a maximum of Colossal), and you have the reach of a tall creature of your size (10 feet for Large, 15 feet for Huge). You gain a +16 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude, Reflex, and Will saves, and your natural armor bonus improves by 16. You do not gain any new modes of movement in elemental fury form, nor does your base land speed change.

You gain immunity to extra damage from critical hits while in elemental form. You also gain immunity to an energy type related to the element chosen: air (electricity), earth (acid),

FAVORED SOUL

You are a free agent of your deity, unfettered by the strictures of a clerical hierarchy. You wander from place to place, wielding your power to advance the causes you deem worthy in the eyes of your god, or else you choose a great crusade against that which offends your deity, requiring a lifelong commitment and unswerving purpose. While the cleric comes to his power through study and discipline, you are the recipient of a great gift—or, as some perceive it, a terrible curse. How you wield the divine power burning in your heart is up to you.

This class appears in the *Complete Divine* supplement.

Suggested Backgrounds: Choose one: Ascetic, Drifter, Noble, Seer.

Suggested Personality Archetypes: Choose one: Companion, Crusader, Innocent, Martyr, Prophet, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Mystic You aspire to the divine in every aspect of your life. The difficulties and dangers around you are only temporary; you keep your eyes firmly fixed on matters of the spirit, which are all that truly matter. You have little interest in wealth, fame, or creature comforts, since these things are transitory too. Instead, you seek enlightenment, understanding, and spiritual growth.

Some might see you as ubi-ous or irrational, but those are unfair characterizations. You simply have the ability to look past fear, pain, and suffering to the eternal rewards that will surely follow. You possess moral and physical courage in abundance because you do not fear death or injury. You don't go out of your way to get hurt or killed, of course, but there is no point in fearing pain or death when you know that your spirit will survive.

While your comrades might not always appreciate your detachment from matters of the physical world, you are compassionate (or careful, at least, if you are evil) and tearless. Nothing discourages you.

Seek out adventures for the right reasons—aiding others, gaining knowledge, advancing the cause of your deity, or, if you are not good, hardening your soul and accruing power for the day when you leave your fleshly existence behind. Monetary gain for its own sake interests you little, but the growth you experience in taking on any challenging experience—such as recovering an ancient treasure—means

that you do not necessarily spurn your companions' quests for material gain.

When circumstances permit, contemplate decisions carefully. You are not given to hasty action or impetuosity. Even in combat, you remain calm and deliberate. Speak slowly and thoughtfully, avoid undue excitement. When you encourage your friends, remind them that very little in the world around them has the power to do them true and lasting injury.

Memorable Quote: "I've seen all this happen before, and will happen again."

"Pain is all worry! It exists only in the mind."

"For its strength lies within."

"Death is a doctrine, nothing more. Fear it not."

Prophet The hand of a deity is upon you, and you are not always in control of your words or actions. From time to time you give yourself over completely to the will of your deity and say or do things that you had no intention of saying or doing. Driven by impulses you cannot control or understand,

you might be capable of astonishing acts of courage or awful treachery—at all depends on the whim of your deity.

When you play a prophetic character, you do not surrender control of your character to the Dungeon Master. However, you should ask your DM to look for the occasional opportunity to communicate unusual information through your character's words or actions. When confronting an evil lord, your comrades might be inclined to guard their words and avoid a fight in the middle of his castle—but the prophet might suddenly blurt forth with a ringing condemnation of the lord's secret wickedness, possibly enumerating crimes you and the other players had no direct knowledge of beforehand.

Even if your Dungeon Master does not provide you with ex cathedra

for material for the game session, you should listen to your intuition. Don't watch your words and don't rethink impetuous actions. Take these impulses as signs that your character is caught in the grip of her deity, and let the chips fall where they may.

Work with your Dungeon Master to create a few interesting prophecies for the campaign. The best prophecies are ones that can come true in unexpected ways.

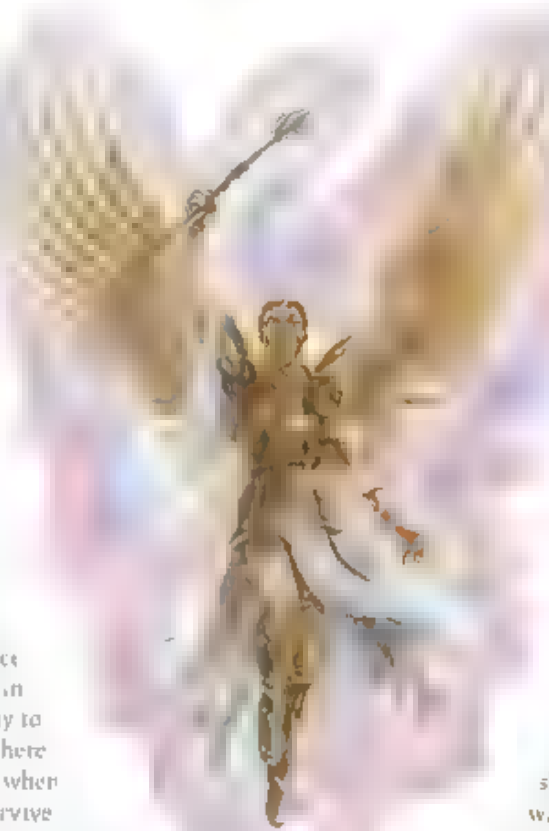
"The third moon draws nigh—beware!"

"One of you will fall tonight."

"We shall triumph, and yet we shall fail."

"I cannot see all that follows from the deeds of this day."

Scourge of Unbelievers You are your deity's chosen instrument of vengeance, punishment, and righteous wrath.



It falls to you to defend the innocent and harry the iniquitous. You are driven, never able to rest as long as your deity's enemies remain at large. Since you have an inclusive view of who might be considered an enemy of your deity, that means you rarely rest at all.

Examine your deity's alignment, description, and dogma or credo and create a list of the creatures or people you need to smite first. Anybody not on that list is irrelevant—unless, of course, they can be recruited as allies in your ongoing crusade. When your adventures pit you against foes that your deity has no special distaste for, you chafe for the opportunity to finish up and return to what's truly important: bringing the wrath of your deity down upon his or her enemies.

You are frequently inspired to scream or snarl imprecations, letting your foes know exactly who you are and exactly why you are punishing them.

Belor's light will sear you, spawn of darker ess!"

Belor commands your destruction, infidel!"

Naught shall avail you against the might of Belor, den-
hurl you screaming back into the Abyss.

DEITY'S FAVOR

The favored soul enjoys the flexibility of spontaneous spellcasting, but her limited spell selection can hinder her ability to provide the healing expected from a divine caster. Choosing the deity's favor class feature means you'll be a bit less potent in combat, but lets you use the spells you're already casting to help you and your allies last longer in a fight. Favored souls who choose this option should expect a lot of requests for support spells such as bless, buff's strength, and prayer, but remember that your cure spells gain this benefit as well.

Level: 3rd

Replaces: If you select this class feature, you do not gain the deity's weapon focus or deity's weapon specialization class features (you still gain proficiency with your deity's favored weapon).

Benefit: Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to

twice the spell's level. These temporary hit points last for up to 1 minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with the temporary hit points the creature had remaining).

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

STARTING PACKAGES

Package 1: The Defender

Dwarf Favored Soul of Moradin

Ability Scores: Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12

Skills: Concentration

Feat: Shield Specialization*, heavy

Weapon: Warhammer (1d8/x3), five javelins (1d6, 30 ft)

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC)

Other Gear: Spell component pouch, standard adventurer's kit, 31 gp

Package 2: The Healer

Hillling Favored Soul of Yon Yalla

Ability Scores: Str 12, Dex 12, Con 12, Int 8, Wis 15, Cha 13

Skills: Heal

Feat: Spontaneous Healer (Complete D&D)

Weapons: Short sword (1d4, 19–20), five javelins (1d6, 30 ft)

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC)

Other Gear: Spell component pouch, standard adventurer's kit, 33 gp

Package 3: The Vanguard

Human Favored Soul of Kord

Ability Scores: Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13

Skills: Concentration, Diplomacy

Feats: Combat Casting, Combat Focus*

Weapons: Greatsword (1d12/19–20), five javelins (1d6, 30 ft)

Armor: Scale mail (+4 AC)

Other Gear: Spell component pouch, standard adventurer's kit

MAKING A PROPHECY

What's the point of being a prophet if you never get anything right? The trick in creating a prophecy is to bury it in symbols or metaphors that, after the fact, become perfectly obvious. The more specific you are, the more likely it is that you will get something wrong.

Don't use names: use titles. Instead of saying, "King Derath of Veronia," say something like "Veronia's lord" or better yet, "the Lion of Veronia" or even "the Lion of the East."

Don't use dates that occur once; use times of year, seasons, or celestial events. So, instead of saying "March 15th of the year 635," say something like "beneath the third moon," or "when winter's grip weakens in the fifth year."

Use metaphors instead of clear statements. Don't say "dies" or "is killed," say "falls into darkness," "stands before his fathers," or "goes into the night."

Add a random, unconnected remark, such as "The traitor sees it all," or "Now the door stands open to the night."

Here's an example:

When rises the red moon above the North,

The Lion of Veronia ceases his roar.

Three times three are the slain.

Rose petals fall from the elf maiden's hands.

These images could mean almost anything. The red moon might be a specific season or celestial phenomena, or a metaphor for "war." The Lion of Veronia might be its king or a Veronian-born hero. The rose petals could be flowers strewn on a grave, or perhaps drops of blood—so was the elf maiden grieving for the slain, or was she actually their murderer? It worked for Nostradamus; you can make it work for you.

FIGHTER

You are an adventuring opportunist, willing to go wherever the next fight leads you. You'll take up quests, you'll accept commissions, and you'll even consider taking on leadership roles, as long as you can practice your warrior's craft. You know fighting—none know it better. Other combatants with exotic martial styles or those who mix spells with swords obscure what is most important—whom the best? Who can put their sword in an enemy's guts first? You, that's who. You are a straight-up, no-nonsense person, and you know the value of your hard-won, long practiced skills. While you take great risks in hopes of receiving an equally big payout for you the thrill of combat is at least as compelling as the loot at adventures end.

The alternative class features presented here provide alternatives to the traditional full attack routine. The fighter who takes one or more of these options seeks the flexibility to alter his tactics based on the situation he faces. Against a foe that has a high AC or damage reduction, a long useful second, third, or fourth attack for ranged benefits represents a significant boon to the fighter.

Suggested Backgrounds (choose one): Gladiator, Gattersnipe, Noble Scion, Soldier

Suggested Personality Archetypes (choose one): Challenger, Companion, Leader, Martyr, Mercenary, Orphan, Rebel, Renegade, Royalty, Seeker, Simple Soul, Strategist, Theorist

CHARACTER THEMES

One or more of the following character themes could apply to you.

Comrade in Arms. In a fight, your best weapons are your friends. Your skill in arms can get you only so far, but without a friend to screen attacks while you drink down a potion of curing and an ally with whom you can flank a monster, your ability to win in the face of any odds would be greatly diminished. Though you're not ordinarily a sentimental person, the bonds of warfare link you with your companions, and you consider them brothers and sisters to a significant degree. You regularly put yourself in harms way for their sake, and you like to believe they'd do the same for you.

"We can take them if we work as a team."

"I'll charge straight in—you take the flank, and you the right. And how about some archery to distract them?"

FIGHTER BATTLECRIES

Differentiating between friend and foe is a vital part of any fight. In the heat of the battle, even recognition of friend and foe can be difficult; a predefined shouted cry or motto can promote recognition, as well as unnerve your foes.

Clear the way!
To arms!
To battle!
To the end!
To me!

Warriors forward!
All together!
Blades and blood!
[Home city name]!
[mercenary company name]!

Formally Trained. Unlike many fighters, you have a special pedigree—your skill in the craft comes from formal training in an academy. Your academy training imparted to you all the right-of-way rules in regard to attacks and defenses, should you ever be called upon to fight in a noble tournament, as opposed to the desperate battles below the ground in which you usually find yourself embroiled.

You know all the proper terms for swordsmanship, and know that all blades fall into four major categories: foils, epees, sabers, and longswords (which are either one- or two-handed affairs). Your knowledge of all the specializations and names of the thousands of blade types is nearly encyclopedic, especially with regard to the more obscure types of blades utilized by swordsmen of distant countries. While this knowledge has little practical application, you do enjoy showing it off to your companions.

The *boken* is the bokuto, a wooden training sword, and the *suburi* is actually very small—the *suburi* is slightly heavier.

"The *dao* is like a saber—but the *dao* lacks a hand guard, which somewhat limits your options in a fight."

"If it's a sword, it has a tip, a blade, a fuller, and a hilt made up of the guard, grip, and pommel."

A *fuller*? A fuller is a rounded groove on the flat side of a blade. Although sometimes called "blood grooves," their purpose is really to lighten the blade.

Kyuri is actually pronounced *khu-khoo-ree*!

Practice Makes Perfect. For you, daily exercise is more than something to get your blood running—you see it as a requirement of your craft. With first light, you're up doing pushups, stomach crunches, running in place, and then the all-important swordplay, whether with a comrade or practicing forms on your own. Afterward, you spend time oiling your equipment against rust and sun, and of course, you hone your blade a little with the whetstone. You certainly won't go more than a week without your practice, and you prefer a daily regimen.

Self-Taught. Your academy was the street, and your craft is unpolished but well tested. You don't know and don't care for all the "jargon" a few who claim to be warriors spout. You know swords, you know bows—you know how to use them, who cares what they're called? The information doesn't help you in a fight, and it might get you killed if you worry too much about the cutting edge versus the thrusting tip and the rest of that sort of nonsense.

"Only the fool I need."

"I'm a fellow who likes to talk, fancy, just like you. He said now."

ELUSIVE ATTACK

You know that the key to winning any fight is not getting hurt, so you trade offensive power for a steadier defense.

Level: 6th

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 6th level.

Benefit: At 6th level, you master a technique of combining attack and defense. As a full-round action, make one attack with your highest base attack bonus. Until the start of your next



Lord Brimhammer, character of the Iron Hulk

Level 16th

Replaces: If you select this class feature you do not gain the fighter bonus feat at 16th level.

Benefit: At 16th level you can focus your attention in combat to deliver a single deadly attack. As a full-round action, make one attack at your highest base attack bonus. That attack deals double damage as do any other attacks you make before the start of your next turn.

STARTING PACKAGES

Package 1 The Archer

Elf Fighter

Ability Scores: Str 15, Dex 15, Con 12, Int 10, Wis 12, Cha 8

Skills: Jump, Spot

Feats: Point-Blank Shot, Precise Shot

Weapons: Spear (1d8/x3), dagger (1d4, 19–20, 10 ft), longbow with 40 arrows (1d8/x3, 100 ft)

Armor: Chain shirt (+4 AC)

Other Gear: Standard adventurer's kit, 4 gp

Package 2 The Defender

Dwarf Fighter

Ability Scores: Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6

Skills: Craft (weaponsmithing), Intimidate

Feats: Iron Will, Weapon Focus (dwarven waraxe)

Weapon: Dwarven waraxe (1d10/x3), shortbow with 20 arrows (1d6/x3, 60 ft)

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC)

Other Gear: Standard adventurer's kit, 4 gp

Package 3 The Destroyer

Human Fighter

Ability Scores: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills: Climb, Intimidate, Jump

Feats: Cleave, Power Attack, Weapon Focus (greatsword)

Weapons: Greatsword (2d6, 19–20, shortbow with 20 arrows (1d6/x3, 60 ft)

Armor: Scale mail (+4 AC)

Other Gear: Standard adventurer's kit, 4 gp

turn, you gain a +2 dodge bonus to AC. This bonus improves to +4 at 11th level and to +6 at 16th level.

COUNTERATTACK

Every offensive move creates an opening for a counterattack, and you know how to exploit this facet of combat to its fullest.

Level: 12th

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 12th level.

Benefit: At 12th level you learn to hold back some of your offensive prowess to enable a potent counterattack. As a full-round action, make one melee attack at your highest base attack bonus. At any time before the start of your next turn, you can use an immediate action to make a melee attack using your highest base attack bonus against an enemy that attacks you in melee.

OVERPOWERING ATTACK

You never waste time wounding your opponent. Instead, concentrating on delivering one solid strike.

SCARS

Every scar has a story, and your body tells many tales.

Jagged Scar Running from Eye to Jaw: "A guy at the Rolling Rock Airstrip got in a lucky shot with a broken whiskey bottle."

Raking Scar Down Arm and Chest: "Yeah, turns out this girl was seeing what was actually a werewolf."

Huge Halfmoon Scar on Forearm: "Damn shark man got a bite out of me."

Ragged Circle Scar on Stomach: "See this? A salamander stuck me with a flaming spear. You haven't felt pain until you've had a

yard of burning metal shoved into your guts."

Serrated Scar on Brow: "The lich said 'run' and I ran—right into its sarcophagus. Knocked me silly, but the pain washed away the fear."

Half-healed Scar on Palm: "When I grabbed that demon, it burned my hand with hellish cold fire. The damn thing still hasn't healed. Sometimes, when I wake from a nightmare, can't remember, the wound is oozing a strange, green fluid."

Mystery Scar: "It's something I want to forget and that you don't want to know about."

HEXBLADE

Nothing fazes you. Like the warlock, you are a son of darkness, gifted with powers that others find unnerving, at best, or outright evil (the usual case). Your adventures carry you far and wide, because you rarely find it easy to stay in the same place for long. Sooner or later the whispers and guarded glances begin again, and it's time to move on. No one understands your powers, and most people you meet wonder exactly how you're going to stab them in the back when you finally show your true colors. Hexblades have a bad reputation in many quarters, but whether you're the exception or the rule is up to you.

This class appears in the *Complete Warrior's* supplement.

Suggested Backgrounds (choose one): Artisan, Drifter, Gutsier, Soldier.

Suggested Personality Archetypes (choose one): Daredevil, Mercenary, Orphan, Rebel, Renegade, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Darkhunter: Sometimes evil is the best weapon to wield against evil. You are a grim and dark avenger, using your baleful abilities to hunt down and slay villains and monsters more evil than yourself. Even if your methods and motivations are not particularly pure, who can question your results?

As a sworn enemy of evil, you do not hesitate before taking on a quest to destroy or drive off even the most horrible monster. You commit to the hunt with little expectation of reward. But once you've chosen an enemy to defeat, you'll stop at nothing to come out on top. Bargain away your orc captives to the mind flayers to gain passage

through their territory to the place where your true adversary lairs? No problem. Sanitize an outbreak of lycanthropy by killing all the bitten villagers? It's hard, but necessary. You rarely indulge in cruelty or excess, but you can be a remorseless foe indeed.

You are absolutely convinced that you are the only person who really knows what's going on in most situations. Cut off people who talk too much before they waste more of your time. Don't bother to tell people what you are going to do, and never explain your actions afterward. Your companions don't have the stomach for the work at hand, so it would be better if they didn't get in your way or question your methods. You can always find new allies.

Darkhunters are silent, nameless figures who do not deign to speak to their foes—or their allies for that matter. When they do, they tend to be terse and blunt.

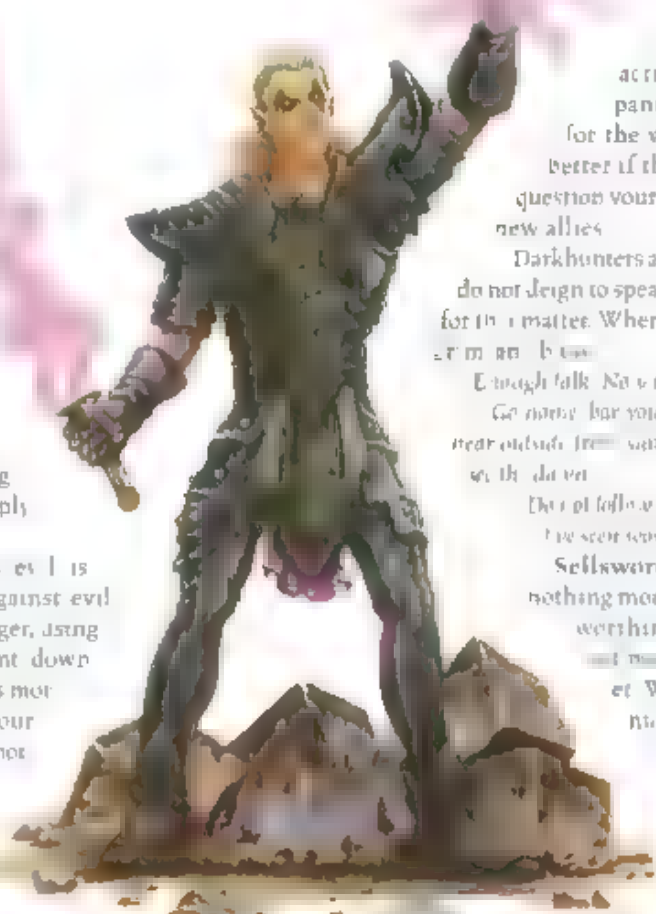
"Enough talk. No one's time to die."

Go home, bar your door, and ignore anything near outside from sundown to sunrise. You may live, or you may die.

"Don't follow me. I will kill anyone who does. I've seen some."

Sellsword: You are a sword for hire, nothing more, nothing less. You judge the worthiness of a cause by the amount of money you can put in your pocket. While you always look out for number one, you do recognize the value of loyalty to your comrades—you don't have many friends in this world. It's smart to stay on the good side of the few you have.

Since your powers are poorly understood, you go to some lengths to hide them from people you don't know. Let them think you're simply a fighter, or perhaps a fighter-sorcerer. Witch-aunts, sinister rumors, and ugly accusations are all bad for business.



DOESN'T PLAY WELL WITH OTHERS

Sometimes the most interesting characters are those with the worst attitude problems. They're just not team players. You can seriously annoy the other players at the game table by playing this role to the hilt, so be careful when you adopt a persona that is hard to get along with. A little bit of attitude goes a very long way. Instead of starting a fight when your friends are trying to

roleplay a conversation with a NPC, you could simply adopt a sullen silence or utter dark, cryptic warnings. Rather than derail a well-worked-out plan to defeat a particular monster by not doing your part, negotiate an assignment that doesn't tie you to the rest of the party, such as scouting, sneaking up behind the foe, or distracting another enemy nearby. In short, you should still be a team player, even if your character isn't.

besides. It's useful to keep a few tricks up your sleeve, you never know when a surprise hex might be the only way to save your skin.

You rarely get worked up over the opposition, because to you it's all business. Ogres rampaging through the province? You can fix that. Demons murdering the priests of Pelor? You'll adjust your rates and take your best shot at stopping them. You need a record for reliability and success if you're going to make any real money.

Others might view you as cold or heartless, but you know that it's wisest to avoid emotional entanglements. You can't stand it when people start acting against their self-interest in the name of a nebulous "cause," and you detest deal breakers. When dealing with potential employers, look them right in the eye and state your terms.

"What's in it for me?"

"It's not getting paid to do that."

The dragon wasn't in the contract. If you want the dragon taken care of, you're going to have to live up to your offer.

"Nothing personal. It's just business."

"Sounds like you have a real problem. It's going to cost you."

Tormented Champion: Dark powers manipulate you. People you love get hurt, causes you support founder and collapse, and places you visit fall into ruin. You have been marked for a tortured and restless existence, and your fate is to be a harbinger of doom and woe.

You swing from morose depression to desperate acts of blazing anger. Most of the time, you struggle with despondency and gloom. Make dark pronouncements and predictions about things you observe, and point out flaws in your allies' plans.

Sometimes you are moved to rail against your fate and lash out with blind, unreasoning anger at whatever obstacle or foe frustrates you. You might leap headlong into a throng of enemies, heedless of your safety. Or you might shake your fist at the gods and curse them bitterly.

The vampire's been watching us the whole time. We're doing exactly what he wants."

"Some of us aren't going out of this alive."

"You'd get halfway across, the rope will break, and you'll fall into the river there and be swept away into some back-alley sewer cavern where you'll die trying to claw your way through cold mud and stone."

"Is that all you've got?"

DARK COMPANION

By mixing arcane spells with martial talents, the hexblade blurs the traditional line between fighter and sorcerer. Replacing the familiar—a link to traditional forms of arcane magic—with a unique fighting companion helps establish the hexblade's difference from the sorcerer.

In combat, a dark companion functions like a floating hex that you can place upon your foes. By weakening the defenses of enemies, your dark companion makes your spells and attacks (and those of your allies) more powerful.

Level: 4th

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of the night. Doing so takes 24 hours and uses up magic materials that cost 100 gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion takes a –2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 20 feet from you at the start of your turn or if you ever lose line of effect to it, it instantly reappears adjacent to you.

STARTING PACKAGES

Package 1: The Defender

Gnome Hexblade

Ability Scores: Str 13, Dex 13, Con 14, Int 10, Wis 8, Cha 14
Skills: Buff, Spellcraft
Feat: Armor Proficiency (medium)
Weapons: Greatsword (1d8, 19–20), short bow with 20 arrows (d4/x3, 60 ft)
Armor: Scale mail (+4 AC)
Other Gear: Standard adventurer's kit, 4 gp

Package 2: The Destroyer

Elf Hexblade

Ability Scores: Str 15, Dex 13, Con 12, Int 10, Wis 8, Cha 14
Skills: Concentration, Intimidate, Spellcraft
Feat: Power Attack, Cleave
Weapons: Greataxe (1d12/x3), five javelins (1d6, 30 ft)
Armor: Chain shirt (+4 AC)
Other Gear: Standard adventurer's kit, 10 gp

Package 3: The Skirmisher

Elf Hexblade

Ability Scores: Str 15, Dex 15, Con 10, Int 10, Wis 8, Cha 14
Skills: Diplomacy, Knowledge (arcana)
Feat: Dodge
Weapons: Glaive (1d10/x3), warhammer (1d8, x3), longbow with 20 arrows (1d8, x3, 100 ft)
Armor: Studded leather (+3 AC)
Other Gear: Standard adventurer's kit, 14 gp

MARSHAL

War is your true calling. You follow the shrill ring of steel on steel and the harsh cries of the carrion birds, for it is on the battlefield that you demonstrate your true worth. When the specter of war is far away, you take service with a strong lord, state, or cause, training other warriors and preparing your warband for the day when battle finally comes to the land in which you reside. Or if that does not suit, search out combat wherever it awaits—perhaps you skirmish against orc raiders threatening the kingdom's frontier, fight for a rebellious duke who is trying to throw off the king's rule in his lands, or travel abroad to far and exotic lands in search of a battle worthy of your talents. When you take up the haphazard career of an adventurer, you're only passing the time until something big comes along.

This class appears in the *Mistresses Handbook* supplement. Suggested Backgrounds (choose one): Artisan, Mariner, Noble, Scout, Soldier.

Suggested Personality Archetypes (choose one): Challenger, Crusader, Leader, Mercenary, Royalty, Strategist, Theorist.

CHARACTER THEMES

One or both of the following character themes could apply to you.

Black Knight: You are a hero of the first rank, a bold and inspiring leader of men—but you do not want to be recognized. Knights entering the lists sometimes cover their heraldic devices with sable cloths to keep their identities a secret; you likewise do not display the emblems you have won, and adopt a simple *nom de guerre* so that no one will know who you are.

Decide why you desire anonymity. You could be a noble of high birth, expected to spend your days engaged in statecraft

instead of roaming the land as a nameless adventurer. You adopt your guise so that you will be able to aid people with the point of your sword instead of wasting time with the intrigues of the court. You might have a fearsome enemy that you cannot defeat, and so you remain hidden so that the people around you will not become the victims of your adversary. Or perhaps you are actually infamous, known for a terrible defeat on a distant battlefield. You carry the guilt of hundreds of lost lives, even though you might not have ever had any chance to triumph.

If your DM agrees you are a member of the nobility, Design your house's heraldic insignia and motto, so that you can describe what you reveal when you finally choose to unmask your shield.

Since you are trying to remain mostly anonymous, you don't view it as your role to be the bold and inspiring leader of your party. Instead, you are satisfied to be a stalwart comrade and loyal follower, using your abilities to help your friends defeat their foes. You do your best to avoid the spotlight and give credit to your allies for your successes.

I may not have struck the last blow, but the troll was dead on its feet by then. My friend's fireball made all the difference.

Victor is this?

I was there, certainly, and I suppose I played a small part. But my companions deserve the credit for defeating the dragon.

Give my share to the temple of St. Cuthbert.

Who I am is not important. What is important is that the werewolf has been slain. Your town should be safe now.

Leader of the Company: A marshal combines personal charisma, leadership, and tactical acumen like no other character. You are a born leader, the equal of a paladin. Everyone expects flowery speech from the bard or persuasive words from the sorcerer, but the marshal and the paladin are heroes.

TAKING CHARGE AT THE TABLE

If your character is the "leader" of the adventuring party, you've got a hard but rewarding bit of roleplaying ahead of you. Most people at the gaming table don't want to be bossed around; we all get enough of that in our real lives, after all. Even if you think your character would be a hard-nosed drill sergeant who barks orders at everyone around him, you'd better not try that at the table.

So how do you lead in the game without stepping on everyone else's ability to make choices? You need to be a democratic leader, not an autocratic one. To that end, try these techniques.

Ask for ideas: Solicit suggestions from the other players, even if it's something as simple as "Anybody got half an idea of what this monster can do?" Recognize other characters' areas of expertise and ask for their help. For example, if the party is facing a magical phenomenon, make a point of asking the player running the arcane spellcaster what he thinks the party should do.

Be the chooser of plans: Make a point of trying other players' suggestions instead of issuing your orders without their input. Don't go with the same player's idea each and every time—everybody at the table should have an opportunity to see their ideas tested by the party. It's okay to choose your own plan, but make that the exception, not the rule.

Encourage in battle: Look for ways to put decision-making in the hands of your comrades. For example, if you want the rogue to scout ahead, don't provide exacting instructions for how far ahead you'd like her to be or what she should do if she gets in trouble. If the party needs information about the location of a villain's lair, look over to the bard and say, "Devise your own charge of finding out where Talthorn's hiding. We'll follow your lead."

Be generous with praise: Cheer the successes of other players in character. Your leader should shout out a "Well done!" or "Huzzah!" or "By the gods, you fight like a lion today!" when other characters do well.

Avoid criticizing others: Here's a place where game leadership takes a sharp turn from real-world leadership. In real life, a leader needs to let his or her subordinates know if they're falling short of the mark—preferably without humiliating them in public, but that depends on the setting. It's not your job to make the other people at the table better. D&D players are more thoughtful followers, and they'll resent it if you try. As a "leader" in the game, you have to be exceedingly careful about criticizing other players. Nobody wants to come to a game to be chewed out or cut down by a sarcastic remark. An absence of praise speaks volumes, if you've been generous with your encouragement previously.

2014.10.10

Prophet Seeger Wanders



most "pure" form of the martial arts

The present data are

Northern® Stylist

great variety of attack forms. When you use any one of these forms, you attack him in a strong

Thumbing First: A tumbling fist is the strike you make after you've tumbled into the perfect position to strike at your opponent.

Flood Fist: When you use a flurry of blows, you are using a **flood fist**, where you seek to overwhelm your foe with a flood of staggering blows.

ner full. This d'ingenueous, fast and deceptive blow is
on foe's off guard whether he is surprised
herwise not effective yd. x. v. x. v. x. v.

“Southeastern” Style: Your monastery taught me to fight as the southeastern style. If I am to be a true Buddhist, I must learn to fight as the southeastern style. My opponents as well as briefly he grapples that see an opponent in a particularly egregious way or knee attack. This is the southeastern style. The southeastern style is specifically designed to incorporate fitness and toughness, which allows a southeasterly fighter the endurance to accept pain and ignore fatigue.

$\gamma_{\mu} = \gamma_{\mu}^{\dagger} = \gamma_{\mu}^{-1}$

Enlightened One: You follow a meditative way of life, considered by some a religion, by others a profound philosophy, and by the uninformed simply a routine. You regard your constant search for enlightenment as a way of life, work, and play.

One of the precepts of your philosophy is "sitting meditation" in which you sit quietly once a day directing your awareness toward you and breathing deeply for at least 5 minutes.

As an enlightened one "you know that the only way to
achieve wisdom is by continuing to learn and grow."

"A enlightened one lived a simple life in a hut at the foot of a mountain. One day a thief visited the hut only to discover there was nothing to steal. The enlightened one caught him and told the thief, 'You have traveled far to find me, so you should' _____"

1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (probability of getting heads on the first coin and heads on the second coin)
 2. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (probability of getting heads on the first coin and tails on the second coin)
 3. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (probability of getting tails on the first coin and heads on the second coin)
 4. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (probability of getting tails on the first coin and tails on the second coin)

“An enlightened one asked a heretic, ‘What is an enlightened one?’
“‘He who knows you’re’,” the enlightened one answered. “If you think
“‘I’m an enlightened one,’ that is your delusion. Let me show you the path
“in which there is no coming or going.” Then words revealed the

in a fight. When you use a southeastern style attack form, you call out the attack name in a strong, confident voice, which steadies you and frightens your enemies with your poise.

"Kao Jole" As part of an attack, you jump and bring your knee up into your opponent's stomach side, or if low enough, your opponent's head.

"Kao Lot" You spring up off one leg and switch to madaï to strike with the knee of the other leg. This confusing strike is dramatic when successful.

"Kao Tone" The simplest knee strike, you simply bring one knee up directly into your foe's stomach, side, or head (if low enough). Sometimes this is aided if you grab your foe by the head and jerk him forward at the same time.

"Southern" Stylist Your monastery taught a particular style of martial art referred to as the southern style. This style features short steps and close fighting, with arms close to the chest, elbows held low and ready to offer protection against blows to the stomach or sides. Most important, the southern style is distinguished by five animals.

When you use any one of these styles, you call out the animal you are emulating in a strong, confident voice, which steadies you and frightens your enemies with your poise.

"Tiger" You emulate the tiger to express qualities of fearlessness and aggression. The tiger attacks in a straight line. When you charge, you are emulating the tiger, the most aggressive of the five "southern" animals.

"Crane" You emulate the crane to avoid your enemies' attacks, no matter how they come at you. When fighting defensively, you are emulating the crane.

"Leopard" You emulate the leopard to maximize your agility. After all, pound for pound the leopard is one of the strongest animals, and also the fastest. When you tumble into position to attack your opponents, you are emulating the leopard.

"Snake" You adopt the fluidity of snakes to better close with your opponents and hurt them from positions they are already to defend against. When you grapple an opponent, you imitate the sinuous, fluid motion of the snake.

"Dragon" You emulate the dragon for a broad array of needs. When you attack under the guise of the dragon, your attacks are strong and hard. When you make a stunning attack, you are emulating the dragon.

A signature attack is the three-finger claw "Dragon Claw." The index, thumb, and middle fingers make hard pinching attacks to your foe's muscles and tendons. When striking with the dragon claw, you have incredible stunning power because the blow originates in your stomach and hips, then flows up as you rotate forward into the blow, which culminates in the stunning claw.

"Staffmaster" While you are adept at closed and open hand styles of martial arts, you are particularly skilled with the use of a long quarterstaff. Instead of the standard length quarterstaff, you prefer a 7- to 8-foot-long, flexible staff that you refer to as your "flowing water staff" or sometimes your dragon pole.

Instead of attacking with either end, you usually grasp one end of the staff and use it to make devastating thrust attacks, diversionary "slap" attacks, and to deflect the blows of your foes, letting them slide off your staff like water.

DECISIVE STRIKE

Flurry of blows can be exciting to use—just look at all the attack rolls you can make—but in practice it can lead to a flurry of misses. The decisive strike alternative class feature turns your typical combat maneuver from a whirl of action into a methodical and devastating attack.

Level: 1st

Replaces: If you select this class feature, you do not gain a flurry of blows or any later improvements to that class feature.

Benefit: As a full-round action, make one attack with an unarmed strike or a special monk weapon, using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn). If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2. This is an extraordinary ability.

At 5th level, the penalty on the attack roll lessens to -1, and at 9th level it disappears.

At 11th level, you can make two attacks when using this class feature, though no more than one attack can target a single creature. Both attacks use your highest base attack bonus.

STARTING PACKAGES

Package 1: The Defender

Human Monk

Ability Scores: Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 8
Skills: Balance, Listen, Sense Motive, Spot, Tumble
Feats: Combat Focus², Dodge, Stunning Fist
Weapon: Unarmed strike (1d6), sling with 10 bullets (1d4, 50 ft)
Armor: None
Other Gear: Standard adventurer's kit (without sash rods)
1 gp, 3 sp

Package 2: The Destroyer

Half-Orc Monk

Ability Scores: Str 15, Dex 15, Con 12, Int 8, Wis 14, Cha 8
Skills: Climb, Jump, Tumble
Feat: Improved Grapple, Improved Natural Attack, Weapon Focus (unarmed strike)
Weapon: Unarmed strike (1d8), sling with 10 bullets (1d4, 50 ft)
Armor: None
Other Gear: Standard adventurer's kit (without sash rods)
1 gp, 3 sp

Package 3: The Skirmisher

Elf Monk

Ability Scores: Str 13, Dex 17, Con 10, Int 10, Wis 14, Cha 8
Skills: Hide, Listen, Move Silently, Tumble
Feat: Ability Focus (stunning fist), Stunning Fist
Weapon: Unarmed strike (1d6), sling with 10 bullets (1d4, 50 ft)
Armor: None
Other Gear: Standard adventurer's kit (without sash rods)
1 gp, 3 sp



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Edm. by D. Hudson



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A paladin is charitable and desires to
 safeguard others from influences that
 would destroy their innocence or end
 their lives. Benevolence is no less a tool
 of your duty than your sword.

Integrity is the foundation on which a leader must stand. "You are what you do," says the saying. Your ethical and moral standards at your desk, in your meetings, and in your interactions with others are what define you. Your character and sense of self relies upon your honesty. How can one be a leader if he or she is not a fault?

Mercy for those that deserve
 it, sometimes even the right-
 eous can stray from the true path
 and thus you must occasionally
 show compassion. However
 we cannot let our
 deeds stand as a monument to doing
 evil yourself.

...ardently. When
...are willing to give of
...wealth or even more
...important, your time...
...show the real strength and
...depth of your belief in you
...self. Only someone truly com
...mitted with the late...
...reserves the generosity

Chivalrous You seek to be a paragon of the concepts of justice and morality in your dealings between people. As such, you are brave in the face of your duty, and willing to sacrifice yourself to uphold your duty. Bound in Honor above. Toward your fellows you are humble and courteous.

Most important, you are gracious and gentle to those worthy of high regard, and you might even sacrifice your own happiness if you are married to someone else—especially if he is gay. You are a person who dedicates your life to the object of your devotion, expressing your appreciation from afar (think of the flowers and ribbons worn on behalf of someone you love). Your life is an elaborate dance.

You understand that it might take you
some time to get used to the new
personnel. It is a good supported tendency
not to do your tasks, once taken up.

Loyalty to true friends, vengeance to betrayers and foes." You know that strength flows from solidarity and solidarity only comes when all trust each other. Defeating the evils that plague the world is possible if all are loyal. Those who betray solidarity must be dealt with.

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a game that the players freely enjoy without expectation of commitment.

For the Lady who has my heart, I dedicate this quest."

"Leave this to me—honor commands that the final blow be mine. Merciless. Do any deserve mercy? No.

Leniency and compassion are words used to describe weak dealings toward those who have been judged and found wanting. This doesn't mean that you seek to kill all those who, in your judgment, are weak and faithless, but it does mean that such creatures do not deserve your respect.

"There is no mercy, there is only judgment."

Moral Philosopher: Moral conduct, morality, and the correctness of moral thought are paramount to you, however you know that morals vary by culture. Is one moral code better than another? Is an ethical code better, or as your brothers and sisters in your order claim, are ethics a mortal-contrived sham that hides the true reach of morals? You don't know but you wonder.

An ethical code establishes tradeoffs toward the greater good, weighs all the negative and positive results of an action, apart from moral absolutes. Thus, decisions are based upon the greatest good for the greatest number.

Reverent: You begin almost every utterance with a reference to your god.

"At the truth of [your deity] be it said

"If your deity is just

In the name of [your deity], the beneficent, the merciful

If you do not begin an utterance with a reference to your deity, you wrap up with one.

As [your deity] commands,"

May your deity light and guard me

that all may know the wisdom and majesty of your deity."

Zealous: You are a fervent servant of your deity. You are diligent in your duties, show enthusiasm in performing them on your deity's behalf, and display a powerful interest in anything related to your deity, whether it's support or opposition.

You show your zeal to your friends and foes in one or more of the following ways:

Exultant: You are joyful and proud when you think of your deity, and are given to rejoicing and triumphal shouts. See the Paladin Battlecries sidebar.

Disciple: You know the history of your deity, and those saints and other people important to your deity. You know the trials and tribulations of your deity and/or your deity's saints, and you reenact those trials in a yearly ceremony. Moreover, you dress according to a strict interpretation of any doctrine your deity dispenses.

Missionary: You know with your gut that others would be happier if they worshiped your deity as you do. To this end you consistently (though not constantly) make an active effort of conversion, exhort friends and strangers to convert.

Tattooed: You've shaved your head and proudly display a tattoo of your deity's holy symbol across your brow and naked head.

Practitioner: You always carry with you several tracts that describe the glories of your deity, and pass these out (or leave them to be found) wherever you think they'll do the most good. To this end, you have an arrangement with a printer, or

at least a letterist. You are not a vocal missionary, preferring to work in more subtle ways.

"Consider the benefits that would be yours if you find grace in faith [your deity]—surety, confidence, and comradeship, at the very least!"

CHARGING SMITE

Despite the glorious vision of a shining knight atop a war horse charging into combat, the reality in the D&D game is that it's far from easy (and sometimes impossible) to bring a big animal along on your dungeon crawl. To avoid the drain on time and resources created by a special mount you might not even be able to use, you can select the charging smite alternative class feature. Instead, you will leap into the fray, taking the fight to the enemy, but you do so in a manner that better matches the typical combat found in a D&D game.

Level: 5th

Replaces: If you select this class feature, you do not gain a special mount.

Benefit: Beginning at 5th level, if you smite evil on a charge attack, you deal an extra 2 points of damage per paladin level to any evil creature you hit (in addition to the normal bonus damage dealt by a smite). If the charge attack misses, the smite ability is not considered used. This is a supernatural ability.

STARTING PACKAGES

Package 1: The Cavalier

Elf Paladin

Ability Scores: Str 13, Dex 12, Con 12, Int 8, Wis 12, Cha 15
Skills: Ride

Feat: Mounted Combat

Weapons: Longsword (1d8/19–20), lance (1d8/x3), shortbow with 20 arrows (1d6/x3, 60 ft.)

Armor: Scale mail (+4 AC), heavy wooden shield

Other Gear: Standard adventurer's kit, wooden holy symbol
5 gp

Package 2: The Destroyer

Dwarf Paladin

Ability Scores: Str 13, Dex 8, Con 16, Int 10, Wis 12, Cha 13
Skills: Knowledge (nobility and royalty), Sense Motive
Feat: Power Attack

Weapons: Greataxe (1d12/x3), five javelins (1d6, 30 ft.)

Armor: Scale mail (+4 AC)

Other Gear: Standard adventurer's kit, wooden holy symbol
44 gp

Package 3: The Vanguard

Human Paladin

Ability Scores: Str 12, Dex 8, Con 14, Int 10, Wis 13, Cha 15
Skills: Diplomacy, Heal, Sense Motive

Feats: Improved Initiative, Shield Specialization (heavy)

Weapons: Longsword (1d8/19–20), two javelins (1d6, 30 ft.)

Armor: Chain shirt (+4 AC), heavy wooden shield +2 AC

Other Gear: Standard adventurer's kit, wooden holy symbol
11 gp

RANGER

You travel to places where few others care to tread. Relying on a potent combination of stealth, woodcraft, magic, and fighting skill, you are the master of the wilderness. Where others see a trackless forest, you see an impenetrable refuge. Where others see a burning desert, you see a deadly trap for enemies you lure within. Where others see impassable mountains, you see high roads to new lands. You are the ultimate explorer, self-reliant and adaptable. No other adventurer comes close to your independence and sheer versatility.

Suggested Backgrounds choose one: Drifter, Iron Hand, Mariner, Soldier, Tribal Origin

Suggested Personality Archetypes (choose one): Agent, Explorer, Orphan, Rebel, Renegade, Savage, Seeker, Wanderer

CHARACTER THEMES

One or more of the following character themes could apply to you.

Bounty Hunter: Unlike other rangers, you are equally at ease in the wilderness or in the cities and towns of human kind. You hone your woodcraft and tracking skills to use them against other people instead of forest-dwelling monsters. You might be a cold-hearted mercenary, an intrepid tracker, or even an outlaw or highwayman who uses woodcraft to get close to your quarry. For you, the lore of the wilderness is a tool that you employ for your particular ends.

Your choice of favored enemy makes you more effective at tracking and defeating particular quarry, so choose wisely. It's not unusual for a bounty hunter to choose his own race as a favored enemy—not because you're misanthropic killer, but simply because you want to be especially good at following villains who happen to be of your race through the wilderness.

Keep a record of each quarry you stalk over the course of your career, and preferably a trophy or souvenir from each success. Show off your trophies and boast a little about your victories when you have the chance. You want word to get around about who you are and what you do, so that villains who find you on their trail will be more likely to panic, slip up, and make a fatal mistake.

The price is 100 gold.

"Only one beast has ever escaped me—so far. I keep a constant eye out, just in case."

Driven Avenger: When you were a child, your town was burned to the ground by orcs, or displacer beasts devoured your family, or a dragon hunted your tribe to extinction. Whatever the tragedy, you have been left with an endless thirst for vengeance against the monster or monsters that ruined your life.

The monsters responsible for your loss are at the top of your list of favored enemies. Your back-story prominently features a tragic loss at the hands, claws, talons, or fangs of these monsters. Create a suitable tale of woe and suffering, and write it down—you'll tell it over and over again to anyone who asks.

In any situation or challenge you confront, look for signs that your mortal enemies are somehow involved. For example, if drow enslaved your village, you should suspect drow involvement in almost any problem you encounter.

The drow are behind this. You'll see."

Only drow attack with such precision."

"I didn't like the way that innkeeper was watching us. I bet he's secretly in league with the drow spying on us for them."

The only good drow is a dead drow."

Master of Beasts: You have allies everywhere you go. The birds and beasts are your friends, and even the fiercest creatures suffer your presence. While your animal companions do not help you in battle like the druids help her, you value them for more than their fighting skill. Animals give you senses that you otherwise would not possess, allow you to keep watch over vast areas without being seen, and can carry messages over great distances.

Avoid fighting naturally occurring animals if possible. Instead of killing a cave-dwelling brown bear in your path, see if you can lure it away from its lair or merely frighten it off. Sometimes you have to resort to lethal methods to fight off dangerous animals, but there is no honor in such a battle; you should help your companions to avoid encounters of this sort instead of killing animals that are only acting as their nature dictates.

It's not unusual for a ranger of this sort to be uncomfortable around other people. Keep your thoughts to yourself and don't use two words when one will do. People are cruel and deceitful—but you can almost expect an animal to act in accordance with its nature. When you have to interact with humanoid, stay short and to the point, and speak bluntly. When you can, use animal metaphors to make your point.

If you hope to catch Drelhaas, you must run like the deer all day and through the night. Can you keep up with me?

"The ogre is licking its wounds in its den. Now we can finish the monster."

"We have his scent now. He won't get away."

I have the eyes of an eagle. No one will pass by this place unseen."

Wayfinder: You live for the opportunity to tread new lands and see things no one has seen before. You measure yourself against the raw power of nature by crossing unfathomable rivers, climbing impassable mountains, and mastering uncrossable deserts. The lure of treasure and the challenge of fearsome

DO ONE JOB, AND DO IT WELL

While rangers have a lot of skill points to spend, you will find that it's just not possible to maximize your skill ranks in all the things that rangers do. Depending on your particular character theme, you might need to prioritize your skill purchases as follows:

Bounty Hunter: Craft (trapmaking), Ride, Search, Survival, Use Rope. Survival is the most important of these for a tracker.

Cross-class skills such as Gather Information and Intimidate can be useful, too.

Driven Avenger: Hide, Listen, Move Silently, Spot.

Master of Beasts: Handle Animal, Knowledge (nature), Ride.

Wayfinder: Climb, Knowledge (geography), Survival, Swim, Use Rope.

ness serve on you as excuses for you to head out on your next journey. Before you die, you want to see more of the world than anyone before you has seen.

You are restless and uneasy in times of idleness. You hate at long delays, because when you're waiting for something to happen, you're stuck in one spot. Urge your companions to push on another mile, venture into just one more room, or at least give you a chance to scout just over the next hill before stopping for the night. Keep a journal of your travels, noting the weather, the creatures you encountered, the places you visited, and the spot where you camped for each night.

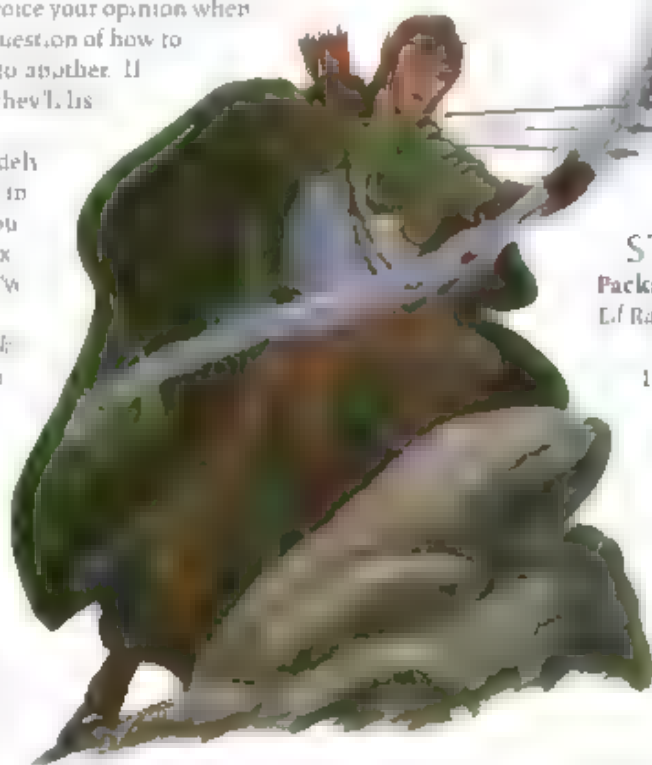
Overland travel is your special area of expertise, so make sure you voice your opinion when the party debates the question of how to move from one place to another. If your friends are wise, they'll listen to you.

Because you are widely traveled and interested in a variety of things, you naturally relate new experiences to things you've seen or done before.

That can be a little bit like that second chamber in the Caverns of Creeping Shade vs. You remember the one with the weird green glowing fungus balls and th gricks? Do you think we might find gricks here too?

Let's find a safer place to pass. In my experience, this is just the sort of mountain stream that will batter you to pieces and kill you over a water-fall, if you will. I don't want to have to go looking for your body.

This desert's got nothing on the Area of Scaring Pain. No more! I'll bet you're sure are headbunter. Take them Blood Moon warriors for an into a few months back. Look they've got kukris just like those Blood Moon ones.



5
of the 5

Replaces: If you select this class feature, you cannot gain a natural companion.

Benefit: Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged) that enemy is considered flanked by you for the purpose of adjudicating your allies' attacks. For example, if your rogue ally attacked that enemy, not only would she gain a +2 bonus on her melee attack roll, but she could also

add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first. This is an extraordinary ability.

This ability has no effect on creatures that can't be flanked.

STARTING PACKAGES

Package 1: The Archer

Elf Ranger

Ability Scores: Str 12, Dex 14, Con 12, Int 10, Wis 13, Cha 8

Skills: Climb, Hide, Listen, Move Silently, Spot, Survival

Feat: Point-Blank Shot, Track

Weapons: Longsword (1d8, 19–20), longbow with 20 arrows (1d8/x3, 20 ft.)

Armor: Studded leather, +4 AC

Other Gear: Standard adventurer's kit, 19 gp

Package 2: The Hunter

Half-Elf Ranger

Ability Scores: Str 12, Dex 15, Con 14, Int 11, Wis 13, Cha 8

Skills: Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival

Feat: Alertness, Track

Weapons: Longsword (1d8, 19–20), dagger (1d4, 19–20), longbow with 20 arrows (1d8/x3, 100 ft.)

Armor: Studded leather, +3 AC

Other Gear: Standard adventurer's kit, 17 gp

Package 3: The Skirmisher

Human Ranger

Ability Scores: Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

Skills: Climb, Heal, Hide, Jump, Move Silently, Spot, Survival

Feats: Dodge, Mobility, Track

Weapons: Longsword (1d8, 19–20), shortsword (1d6, 19–20), javelins (1d6, 30 ft.)

Armor: Chain shirt, +4 AC

Other Gear: Standard adventurer's kit, 5 gp

DISTRACTING ATTACK

A ranger's animal companion isn't nearly as tough as a fighter's animal companion in combat. If your ranger would prefer to avoid the hassle of taking care of an animal companion, you can get some of the same benefit with the distracting attack alternative class feature. Though not as effective as an actual flanker, the ability to spread out your attacks to affect multiple enemies is a nice side effect.

Level: 4th

ROGUE

The world owes you a living.

You are the ultimate opportunist, keeping your eyes open for the next big chance to come your way. Fortune favors the bold, and while you might not always fight with noteworthy valor, you certainly have the boldest of aspirations.

You are a trickster, a rascalion, a scoundrel. You don't fight fair, and if you can help it, you don't fight at all. Stealth, guile, and daring are your weapons. Why fight when another act of daring—such as an impossible climb or a brazen bluff—might serve to help you pass an obstacle and deliver the prize into your hands?

Suggested Backgrounds: *choose one*—Artisan, Dilettante, Gunter, Sniper, Mariner

Suggested Personality Archetypes: *choose one*—Agent, Challenger, Daredevil, Explorer, Mercenary, Orphan, Rebel, Renegade, Simple Soul, Strategist, Trickster, Wanderer

CHARACTER THEMES

One or more of the following character themes could apply to you.

Braggart: You have a true gift for self-aggrandizement and letting your mouth run away from you. Sometimes this can lead to trouble, but let's face it: Anyone as clever, quick, and good-looking as you should be renowned for her deeds, and shouldn't knuckle under in the face of so-called authority. If some jumped-up constable or high-so-called noble doesn't like the way you carry yourself, it's his problem, not yours. He probably wishes he had half your charm and sly.

Take every opportunity to insult, belittle, and deride your enemies. What better way to show off your wit and inventiveness, while entertaining your friends? Don't let a combat pass without a quip.

"Are you trying to kill me with your axe or your breath, you malodorous fiend!"

"Hey, you dried-up old husk of a wizard! You wanted to live forever looking like that."

"Where's the evil plan? Come on, you've got to have an evil plan! Else can you call yourself a feared cultist if you don't have an evil plan?"

Make sure stories told about your deeds reflect well on you. If part of the story is a little boring or doesn't cast you in a good light, there's no harm in adding some embellishment. There's no conversation that can't be improved by talking about yourself a little—or a lot. You're the most interesting person around, after all.

"Was Lord Gernat there when I stole the Dragon Egg Ruby from his treasure chest's skull? Did he stand next to me when I felled the frost giant jarl with nothing but this kukri, so that my friends could get away? Then Lord Gernat can wait a few hours because I'm not leaving this tavern while the mages still playing and everyone is dancing."

"Yes, yes, that's all very interesting—but it's all about me."

Above all, maintain your self-confidence! If you don't believe in yourself, who will? People exaggerate their troubles so you should feel free to whittle them back to size.

"Oh, sure I've fought dragons before! Great big ones, fire-breathing of course, bigger than castles! They're not so scary."

"They just end it the Tonk of Horrors to scare off the morons. It's nothing a put-on! We'll walk right in and steal every last copper from the place just you wait and—"

Common-Born Hero: You view yourself as a champion of the people, fighting against injustice and tyranny with a sly sense of humor, a larcenous streak, and an intuitive grasp of the art of derring-do. You can't stand to let a bully go unpunished, and most monsters and villains are nothing more than particularly big and scary bullies.

While you are certainly happy to profit from your adventures, you live for the gratitude and appreciation of the common folk. Returning a stolen treasure to its rightful owner—especially an owner who is otherwise impoverished—is more satisfying than simply enriching yourself. Even if it's difficult to part with a hard-won prize, you trust that suitable rewards will follow when you do the right thing. You don't have to give away everything you find, but you should see to it that your successful adventures help as many people as possible.

More so than most other characters, you take an interest in the common people you encounter in your travels. Keep a list of the minor NPCs you encounter as well as what they need or what they want. Ask your DM to provide your character with opportunities to meet and help common folk if these are not a feature of his game. DMs will appreciate it if you don't pester them for details on every person in the village, though.

"Ma'am, why so sad? Here, take this gold coin and buy your family a feast!"

"I swear on the blood of my mother, there will be justice this town!"

Skulk: You're an artist, not a common thief. You are a bold and daring warrior, but instead of putting your faith in iron-mongery and clumsy charges, you seek victory in the shadows. You have no battle cry or trademark move—you don't want to be seen or heard before you strike. Some might question your courage, but none can doubt your effectiveness.

Surprise is your biggest asset, so you are a master of skills and talents that let you creep into places where you can take your enemy unaware. Seek out opportunities to scout out the lay of the land and locate potential enemies without a big noisy party of adventurers at your heels, giving away your position and waking up every monster in the dungeon. If you can silently take out a weak or unsuspecting foe on your own, great—but remember, it's your job to avoid giving the villains a chance to strike back. Make sure you can handle anything you start when your allies aren't at hand.

You are rarely loud or boastful; you know what you can do and that's the only measure that counts. You find it easier to speak little and hear much, keeping your opinions to yourself. When you do voice an opinion, you tend to be terse and offer little or no explanation.

"I'll take care of the centries."

"Give me ten minutes to get into position before the rest of you storm in."

"Five eyes asleep, two sleeping, three more awake. I don't want to leave them behind."

Specialist: You are a consummate professional. Master of a set of rare and valuable skills, you view adventures as jobs—nothing more and nothing less. You don't accompany

SCOUT

You navigate difficult terrain as easily as a commoner walks down a cobble lane. Your natural talent and intensive training forged you into the ideal invest gator of both the green wilds and the dark depths. Where your compatriots find themselves caught on brambles, tripped up on potholes, and wounded by caltrops, you flow, jump, and sweep through all distractions offered by the mute landscape.

Your ability to travel into difficult to-reach locations complements your ability to evade the eyes of both friend and foe. You are seen only where and when you choose to be.

Quick, crackless, difficult to pin down, and able to pierce both physical barriers and lightless expanses, you are lethal when you decide to make your presence known, whether in a direct attack or when you make your report to the eager company ready to act on the intelligence you gathered.

This class appears in the *Complete Adventurer* supplement.

Suggested Backgrounds (choose one): Drifter, Marine, Soldier.

Suggested Personality Archetypes (choose one): Agent Daredevil, Explorer, Orphan, Rebel, Renegade, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply.

Game Hunter: You eat what you kill, and you're none too fond of fancy meals served in taverns. To you, hunting animals for food in their proper season, by el mate, and factoring in animal diversity is a philosophy and even a way of life. You'd never eat a spawning fish out of season, and you recoil in disgust at the thought of dining on veal or herded animals.

This means you're kept busy hunting for your sustenance, but luckily, you know how to prepare and preserve large catches in ways that ensure you can comfortably eat for a month or more between big hunts. Of course, you prefer fresh game to preserved, so whenever you can get a jerky or rest in the forest of quality, squab, or coney, you take time to set up a snare or head into the brush, only to emerge an hour later with your fresh prize in hand.

You are not stingy with freshly caught game, and you know many different ways of preparing your catch. You cook for your compatriots as much as they'll allow, and you enjoy

trying new preparations with natural spices, seasonings, and novel presentations.

"I know a recipe for coney better than anything you'll ever taste."

Season for salmon—don't insult me by trying to

SCOUT

Military Heritage: You came from a military tradition, having served either in the king's army or in a large, respected mercenary company. You distinguished yourself, though you never achieved high rank. On the other hand, you were a noncommissioned officer, and those who outranked you depended upon your scouting expertise.

Because of your military heritage, you are familiar with military jargon, and speak of "flanking maneuvers" and how a strategy is large war, while tactics are small scale. Moreover, you like to assess all adventuring, and perhaps even social, situations in terms of seven strategic principles that served you well while you were

"figuring out the objective is half the battle." Once you throw out all distracting factors, what are you really hoping to achieve?

With enough munitions, we can maintain a credible offense." You're not afraid to pay for magic arrows and other high-quality offensive "hardware."

Without cooperation, we have nothing." You know the value that teamwork and mutual aid adds to any dangerous situation. You like to work out tactics ahead of time, and to establish who in the party is responsible for what duty.

"We have to concentrate our attacks!" It's foolish to scatter attacks across multiple enemies. If members of your party concentrate their attacks on a dangerous foe, that foe would be brought down quicker, and thus unable to deal its own damage as long. Then, on to the next!

Always look for tactical advantage, then be prepared to reach those positions." You point out to others in your party where each might be positioned for best possible effect. See Tactician on page 58 under the war mage character themes.

Surprise is one of my favored weapons. You like to sneak ahead and get the lay of the land before engaging enemies.

Keep it simple! Plans are well and good, but complicated schemes go out the window the moment the first arrow is fired. Plans that are too involved almost always collapse.

Sniper: You are especially skilled in field craft and marksmanship, allowing you to target selected enemies from concealment at range. Ideally, you move into a position against a foe unaware of your presence, use as few

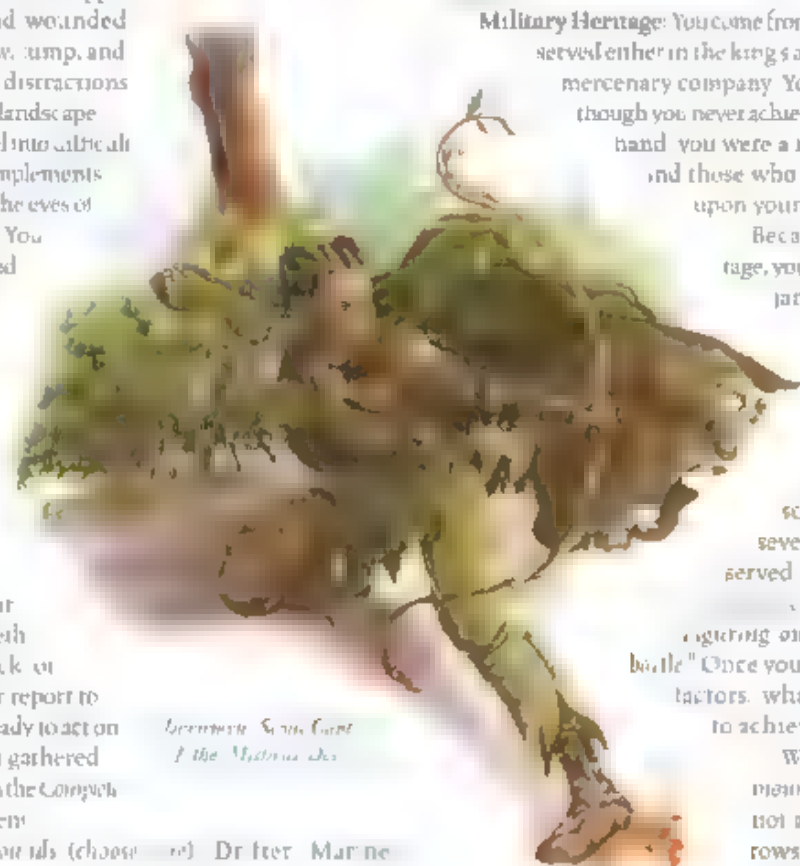


Illustration: Scott Campbell
of the Victorian Era

attacks as possible to down the target, then withdraw without being seen.

Of course, in a conflict when you support a larger party of adventurers, you do not withdraw, but instead rely on your comrades to keep the foe or foes from attacking you directly. In return, you concentrate your fire against foes most dangerous to your party.

You developed your field skills on your own, or perhaps you were trained in a military detachment of the king's guard or in a special unit fielded by a large mercenary company.

World Traveler. You've seen a lot. Well, you've seen a lot in your travels, and you constantly audibly comparing the place where you currently find yourself with other places you've allegedly traveled to. Even when you haven't physically traveled to a locale you like to brag about, you indicate it's pinned down, that you've read all about the locale in question. After all, a scout has to keep on top of these sorts of things.

"The way this tower is laid out reminds me of Tarmind Spire. Tarmind—the spire was named after the sorcerer who built it—was a demonborder. Tarmind Spire was where he caged all the demons he bound. Anyway, keep your eyes out for demons."

This waterfall puts me in mind of the Falls of Shandarm. The falls plunge a hundred feet in a roaring cascade of white, whose thunder can be heard for miles. Local tribes cast coins, gems, even magic items into it, thinking that their sacrifice will grant them fortune and long life. I don't know if that's true, but there's a fortune hidden below the cataract. Maybe we should search the basin out.

Whenever I travel through a mine, I think of the Mines of Mimiray. The dwarves found the Mimiray mine—they didn't delve it themselves. It was a great barrow of interconnected passages, following the vein of some mysterious mineral desired by a vanished race. By the time the dwarves found it, the mineral was completely exhausted. But the dwarves expanded the dig, hoping to find some trace of what the mysterious Mimiray had mined so assiduously.

"I hate these deep ravines—did I ever tell you about the Skarvoss Ravine? Twenty miles long and half a mile deep, the ravine shelters a sprawling Citadel of crude dark stone in the deepest, darkest root of the fissure. No one's ever returned from the citadel who explored it, so no one knows what is inside."

DUNGEON SPECIALIST

The scout's mobility gives her a significant advantage over foes in combat. While any scout can hold her own in an underground setting, some specifically train for the dark, enclosed spaces found in dungeon environments. If you select the dungeon specialist alternative class feature, you

select the dungeon specialist alternative class feature, you give up some of your speed to turn the dungeon into a three-dimensional combat environment. You'll shine in small rooms and tight corridors, though area spells become a bit more dangerous for you.

Level: 3rd

Replaces: By choosing the dungeon specialist alternative class feature, you give up both fast movement, normally gained at 3rd level and improved at 11th level, and evasion, normally gained at 5th level.

Benefit: At 3rd level, you gain a climb speed equal to one-half your base land speed (rounded down to the next 5-foot increment), and you can attack with a light weapon normally while climbing. At 11th level, your climb speed improves to equal your base land speed.

Having a climb speed grants you a +8 racial bonus on Climb checks and allows you to take 10 on Climb checks even if rushed or threatened. You also retain your Dexterity bonus to AC while climbing, and enemies gain no special bonus on attacks against you while you are climbing. See *Movement Modes*, MM 311, for more details.

At 5th level, you learn to use confining areas to your advantage. Whenever you are standing on the ground and adjacent to a wall, you gain a +2 bonus to AC and opponents gain no bonus on their attack rolls when flanking you.

This is an extraordinary ability. You lose both of these benefits when wearing medium or heavy armor or when carrying a medium or heavy load.

STARTING PACKAGES

Package 1. The Archer

Halfing scout

Ability Scores: Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 8

Skills: Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot

Feats: Point-Blank Shot

Weapons: Spear (1d6/x3), dagger (1d3, 19–20), shortbow with 20 arrows (1d4/x3, 60 ft)

Armor: Studded leather (+3 AC)

Other Gear: Standard adventurer's kit, thieves' tools

20 gp

Package 2. The Hunter

Elf scout

Ability Scores: Str 14, Dex 17, Con 10, Int 10, Wis 13, Cha 8

Skills: Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Survival

Feats: Track

Weapons: Spear (1d6/x3), throwing axe (1d6, 10 ft), shortbow with 20 arrows (1d6/x3, 100 ft)

Armor: Studded leather (+3 AC)

Other Gear: Standard adventurer's kit, thieves' tools

15 gp

Package 3. The Skirmisher

Human scout

Ability Scores: Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8

Skills: Disable Device, Hide, Jump, Listen, Move Silently, Open Lock, Search, Spot, Tumble

Feats: Dodge, Two-Weapon Fighting

Weapons: Two short swords (1d6, 19–20), 5 javelins (1d6, 30 ft)

Armor: Studded leather (+3 AC)

Other Gear: Standard adventurer's kit, thieves' tools

30 gp

SORCERER

You weave spells like poets compose sonnets. You require no dusty tomes, no grueling apprenticeships, no protracted study of arcane phenomena—all you need is your inborn talent to wield raw magic.

As a child, you knew you were different from others and when you uttered your first spontaneous spell, your suspicions were confirmed: sorcery infused your blood.

But where did this awesome gift arise from? Could it be a mere knack, or is it true that you can claim dragons as ancestors? It might be that your ability to manifest magic through mere force of will is your inheritance from those ancient ones.

Suggested Backgrounds: choose one: Artisan, Ascetic, Drifter, Noble Scion

Suggested Personality Archetypes: choose one: Cold, Daredevil, Innocent, Mercenary, Orphan, Renegade, Royalty, Sage, Seeker, Simple Soul, Wanderer

CHARACTER THEMES

One or more of the following character themes could apply to you.

Mysterious Stranger
No one knows the real you and you prefer to keep it that way. Though you have allies and might even have a few friends, your background is a mystery to all.

Of course, in the absence of fact, rumor and legend rush to fill the void. While you might not actively spread misinformation, it pleases you to hear others tell fantastic stories about where and how you were born or raised, your exploits, and the true extent of your powers.

When other characters ask about your background, don't even give a straight reply. Dance around the truth, making ominous statements in place of answers. Let them believe what they would like—and let your actions give them every reason to believe the most fantastic possibilities.

A few ranks of Bluff and/or cross-class ranks of Intimidate are particularly useful for pulling off this theme. In keeping your secrets, it's useful to be able to lie directly to someone's face, or to stare someone in the face until he or she slinks away nervously.

Many before you have pondered my origin. You're questions, like we must remain unanswered to our enemies.

You were not the first to make the most of an understating my power.

Genealogist You amass oral histories, search records and seek out family stories to discover the truth about your ancestors and living relatives. Though your overall goal is to prove that you are indeed descended from dragons, you've acquired a lot of secondary knowledge concerning now-defunct kingdoms, the movement of people across the landscape, great wars and philosophical movements, and other historical curiosities.

While still ongoing, your search of your family history has led you to uncover distant cousins and even a few buried family secrets. For instance, you learned that your great grandfather didn't die in service to the king's guard as everyone believes. It turns out he shipped to sea with a privateer. Over the course of decades, he worked to become the captain of his own ship. You've never been able to discover the final fate of your grandfather's ship.

but you are constantly on the lookout for fresh information.

Despite the interesting revelations you discover and the people you now know you can count as distant relatives, your true quest remains. You've never once turned your mind from the thought of your dragon ancestry.

My grandfather said that no one could have guessed I wonder if he had a mind for me.

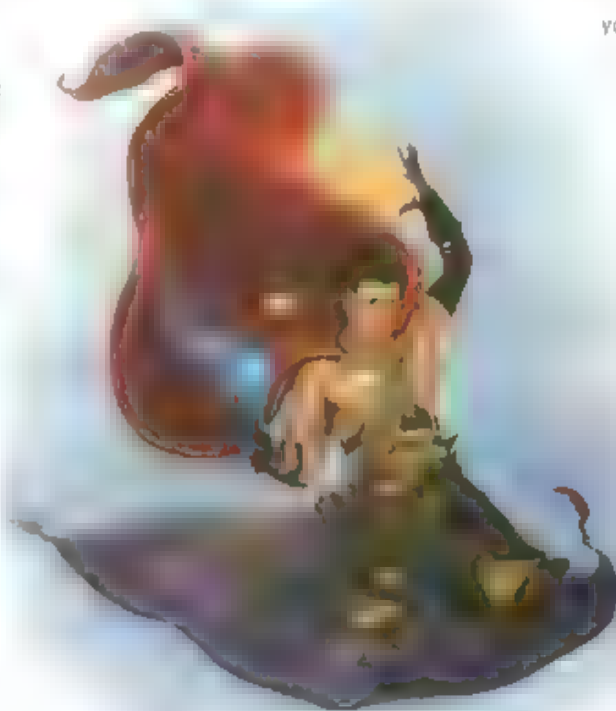
"You'd do well to learn your own ancestry. How do you truly know what you are? You don't know from where you came?"

Misunderstood Rebel
You've never fit in. No one understands you and truth to tell, you don't care anymore. Your dark, brooding clothing, pale features, and much tattooed flesh is part of who you are, and if people can't accept that, it's

their problem, not yours. Moreover, you relish locations that others find horrifying, including necropolises, haunted citadels, and cursed cathedrals. Though you still draw breath, you feel as if you have something in common with ghosts, vampires, and other humanoid-shaped undead. Though none have yet seemed overly interested in doing anything other than attempting to kill you.

You have a knack for writing dark and dismal tales, and whether with pen or quill, you have composed several stories featuring cursed families, being buried alive, and the fall of cities into hellish pits.

W. A. Carter



I wrote a story once about a girl who was dead for a year and never knew it!

Pretender: This character theme relies on you having taken 1 or more ranks in Bluff. Your natural charisma leads you into making preposterous, but somehow reasonable-sounding claims regarding a wide variety of topics.

You most effectively use this talent when playing games of chance, especially cards. For instance, when playing the high-stakes game of three-dragon ante, your ability to bluff effectively is a tactic you've come to rely on when you want to make the other players believe your weak hand is strong, or that your strong hand is weak, depending on how the dragons fall.

However, when you are faced with stressful situations, your propensity to invent answers to hard questions out of whole cloth could get you into trouble at least as often as it helps. For example, when challenged by guards asking for credentials necessary to allow you and your friends past some threshold, you launch into a song-and-dance meant to distract.

Well, of course I'd normally give you the countersign, but didn't you get the news? Spies are about, I'm sure, just waiting to overhear it. . . . The countersign at this entry. Can you imagine if they turned the countersign? Can you imagine if it was because you required me to give it to you now?"

The Grand Duke sent for me. Don't give me any claptrap about not knowing who I am or that I am not on the list—the Grand Duke asked for me by name! If you don't let me past RIGHT now, I can guarantee that when I finally do see the Duke a half-hour from now because you've delayed me, I'll tell him right off I was delayed because of YOU! What's your name, guard?"

METAMAGIC SPECIALIST

With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

You can use this class feature a number of times per day equal to 3 + your Int modifier (minimum 1). This is an extraordinary ability.

STARTING PACKAGES

Package 1: The Battle Mage

Class: Sorcerer

Ability Scores: Str 10, Dex 13, Con 16, Int 8, Wis 10, Cha 15

Skills: Concentration

Feat: Toughness

Weapon: Spear (1d6/x3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.)

Armor: None

Other Gear: Spell component pouch, standard adventurer's kit, 14 gp

Spells Known: 1st—mage armor, ray of enticement, shock; 0—acid splash, daze, detect magic, read magic, sleep, fatigue

Package 2: The Blaster

Class: Sorcerer

Ability Scores: Str 6, Dex 15, Con 14, Int 12, Wis 10, Cha 15

Skills: Bluff, Concentration, Knowledge (arcana)

Languages: Common, Draconic, Halfling

Feat: Spell Focus (evocation)

Weapons: Longspear (1d6/x3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.)

Armor: None

Other Gear: Spell component pouch, standard adventurer's kit, 11 gp

Spells Known: 1st—color spray, magic missile, obscuring mist; 0—acid splash, detect magic, disrupt undead, light, ray of frost

Package 3: The Infernal Summoner

Class: Sorcerer

Ability Scores: Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 15

Skills: Bluff, Concentration, Knowledge (arcana), Spellcraft

Languages: Common, Infernal

Feats: Infernal Sorcerer Heritage, Infernal Sorcerer Howl

Weapons: Longspear (1d6/x3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.)

Armor: None

Other Gear: Spell component pouch, standard adventurer's kit, 11 gp

Spells Known: 1st—grease, mage armor, summon monster I; 0—acid splash, detect magic, daze, message, read magic

SWASTHUCKLER

You'll do nearly anything on a dare, going so far as to risk your life to prove your panache. You have a style all your own. Agile and swift, witty and charming, you are the toast of the town wherever you go, although sometimes your antics earn you the displeasure of authority figures and the annoyance of your more conservative companions.

Luckily, you excel both with your swift blade and your equally agile tongue. You can charm even the most stone-hearted long enough to make your getaway.

Seeking fame, praise, and pleasure, hoping to right the occasional injustice, you leap into action, glorying in the life of a famous jester.

This class appears in the *Complete Adventurer* supplement. Suggested Backgrounds: Jester, Drifter, Gladiator, Mercenary, Noble Scion.

Suggested Personality Archetypes (choose one): Challenger, Daredevil, Rebel, Trickster, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Avenger: Someone wronged you in the past, and you've made it your mission to put that misdeed right and bring justice, or at least vengeance, to bear. You can be heard frequently muttering the name of the person whom you blame for your present state. You keep your blade especially sharp for you like to explain to anyone who will listen, so that when the time comes for you to exact justice, your foe's blood will soak the earth. See the Driven Avenger on page 54 under the ranger character themes.

"I keep a special blade as sharp as a dragon's tooth for the final blow. It strikes."

If justice can't be more than I claim, we'll see."

Braggart: You are given to making incredible claims and boasts. See the rogue character theme of the same name on page 56.

Clothes Horse: You dress in conspicuous, flashy clothes. Dark-colored leather, gray and white—these are colors for Jallards. You prefer brilliant red, hunter green, navy blue, snowy white, and coal black, but color alone doesn't make the ensemble. It's the fashion!

Though a courtier's outfit would set you back 30 gold pieces, you own several widely different sets. On the days when you are less likely to soil your clothing in sewer water or in the blood of your foes, you trot out your finest noble outfits, made pricier by your personalized touches.

"Take a care, you don't get any of your blood on my magnificent doublet, you know!"

Daredevil: Your audacity sometimes leads you to perform dangerous stunts merely to prove to others that few things are beyond your reach when you set your mind to them. Sometimes, with enough time and resources, you can rig a stunt so that it looks dangerous to onlookers, but actually includes hidden safety features. However, your stunts are frequently as dangerous as they appear.

Baiting a Monster: While you are adventuring, sometimes a dangerous beast needs to be lured into a particular

location so it can be dealt with more easily, while other times a monster is in too formidable a tactical location to attack. That's when you shine. You declare straightaway that you're up to baiting the creature so that it'll move in the desired direction. Inevitably works, as does a swift attack and retreat, but sometimes you end up snatching a valuable item and running.

You: "That a monster? I've seen more dangerous claws in a..."

Magician: You claim you can endure anything, even being buried alive. Why, you've gone a full seven days being buried alive in a coffin under 6 feet of earth, or so you claim. If secretly allowed to make preparations to obtain food (and air), or if you can make a deal with a friend with the right spells to check up on you now and then, you might just take another dare to try to get it over.

It's true, that one time I almost died, but that was just to impress the ladies.

Lawyer: You brag that there is no restraint from which you can't free yourself to employ this character theme; you should have 1 or more ranks in Escape Artist. Whether manacles, chains, ropes, or other restraint devices, you claim you've never been fouled. To keep your record safe, you take extensive precautions, including keeping "rigged" sets of manacles and stocks to practice with, and as an extreme, occasionally swallowing a skeleton key good for unlocking many types of manacles and vaults. When necessary, you can regurgitate the key, though it's an unpleasant prospect.

"The farther on Deftchord, Larceny could let me. Do we think our puny cell has a chance?"

Leaping a Pit-Ten feet? No problem. Twenty? Just as easy. Your friends know that fissures are your specialty and rarely dare you to span them, although on occasion putting on a little paying show by jumping a horse across a river isn't out of the question. You take it in stride that it's best to have several extra healing potions on hand during such an event—after all, you've learned that your fame actually increases after a failed attempt if you are terribly injured.

It's okay. It's not as far across as it looks."

Humorist: Your natural charisma leads you to entertain your friends and larger groups by making them laugh. You employ a wide variety of tools toward this end, including jokes, relating amusing situations (sometimes with comedic embellishment), or acting the fool.

What do you do if an orc attacks you with a crossbow? Pick up the crossbow and shoot the orc."

Two orc mercenary archers are walking down the street when one collapses. He doesn't seem to be breathing and his eyes are closed. The other rushes up the steps of a nearby temple and finds a cleric. He gasps. My friend Hydram! What a fool! The cleric says, Calm down, I can help. First let me make sure he's dead. The orc rushes away, then returns a moment later, cleaning blood off his blade. He says, Okay, he's dead."

A dwarf once told me the goblin child cries, Mommy, Mommy! I'm going to have Aunt Grania for dinner! The other one, yes, 'Quiet, we haven't even finished your grand mother yet."

Negotiator In some groups, your diplomatic skills exceed those of your friends. See the bard character theme of the same name on page 34.

Pretender Your natural charisma leads you to make preposterous, but somehow reasonable-sounding claims regarding a wide variety of topics. See the sorcerer character theme of the same name on page 61.

SHIELD OF BLADES

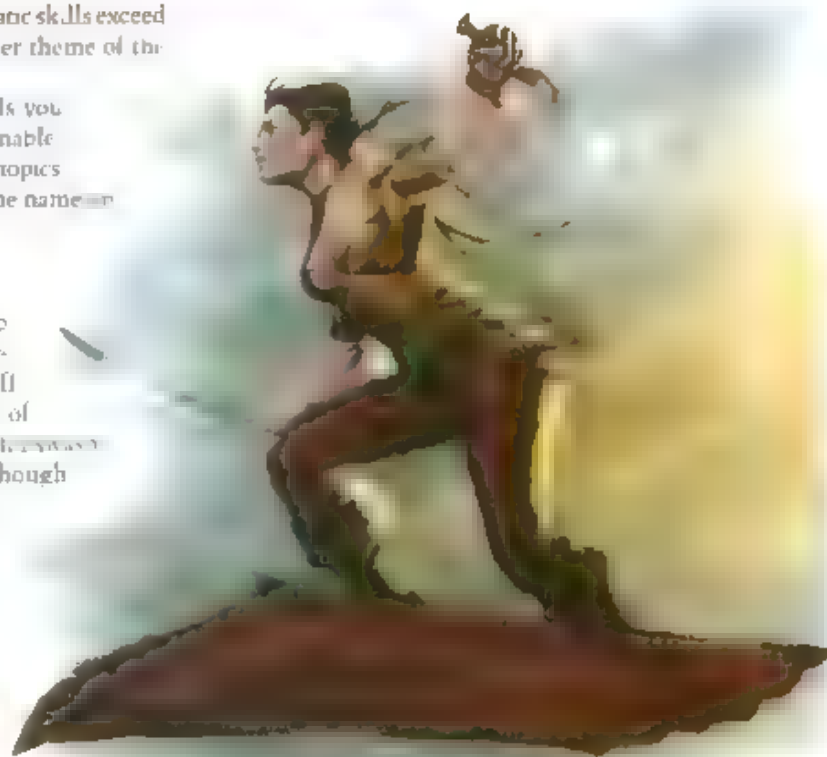
The typical swashbuckler is best suited to fighting a single foe. Some, however, practice using a pair of light weapons to fend off attacks from all around them. The shield of blades alternative class feature is designed for swashbucklers who fight with two weapons. Though it replaces the attack action to use the ability, the AC bonus applies against all attackers (even invisible ones), unlike the dodge bonus gained by the traditional swashbuckling style.

Level: 5th

Replaces: If you select this class feature, you do not gain the dodge bonus class feature or its improvements at 10th, 15th, and 20th level.

Benefit: Beginning at 5th level, you become adept at defending yourself when wielding a pair of light weapons. You gain a +2 shield bonus to your AC whenever you attack with at least two light weapons during your turn. (Despite the name of this class feature, you can use any light weapon to gain the benefit, even unarmed strikes or natural weapons.) This AC bonus lasts until the start of your next turn. This is an extraordinary ability.

This bonus increases by 1 for every five levels beyond 5th (+3 at 10th level, +4 at 15th level, and +5 at 20th level). You lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.



Package 2: The Duelist

Human Swashbuckler

Ability Scores: Str 13, Dex 15, Con 10, Int 14, Wis 8

Skills: Balance, Bluff, Diplomacy, Escape Artist, Jump, Sense Motive, Tumble

Languages: Common, Elven, Goblin

Feats: Combat Expertise, Weapon Finesse, Weapon Focus (rapier)

Weapons: Rapier (1d6/18–20), dagger (1d4/19–20, 10 ft)

Armor: Chain shirt (+4 AC)

Other Gear: Standard adventurer's kit, 3 gp

Package 3: The Skirmisher

Elf Swashbuckler

Ability Scores: Str 13, Dex 17, Con 10, Int 14, Wis 8

Con 10

Skills: Balance, Bluff, Climb, Escape Artist, Jump, Tumble

Languages: Common, Elven, Sylvan

Feats: Dodge, Weapon Finesse

Weapons: Rapier (1d6/18–20), dagger (1d4/19–20, 10 ft), two javelins (J6, 30 ft)

Armor: Chain shirt (+4 AC)

Other Gear: Standard adventurer's kit, 11 gp

STARTING PACKAGES

Package 1: The Destroyer

Human Swashbuckler

Ability Scores: Str 15, Dex 15, Con 10, Int 12, Wis 8
Cha 10

Skills: Climb, Escape Artist, Jump, Tumble, Swim

Languages: Common, Abyssal, On

Feats: Two-Weapon Fighting, Weapon Finesse

Weapons: Two short swords (1d6/19–20), dagger (1d4/19–20, 10 ft)

Armor: Chain shirt (+4 AC)

Other Gear: Standard adventurer's kit, 13 gp

WARLOCK

Y... with... people...
he... at...
be... of...
walk the earth free to work good or evil with your so-called
g...
v... and every day of your life

[illegible]

This class appears in the Complete Artistic supplement.

$\Delta H_{\text{ice} \rightarrow \text{water}} = 6 \text{ kJ mol}^{-1}$ $\Delta H_{\text{water} \rightarrow \text{ice}} = -6 \text{ kJ mol}^{-1}$ $\Delta H_{\text{ice} \rightarrow \text{water}} = 6 \text{ kJ mol}^{-1}$ $\Delta H_{\text{water} \rightarrow \text{ice}} = -6 \text{ kJ mol}^{-1}$

[illegible]

Orphan, Renegade Strategist Theorist, Trickster, Wanderer

CHARACTER THEMES

$\lambda_1 p_1 + \dots + \lambda_n p_n$

Hellion: You are an **enemy**, a troublemaker who causes nothing to be happy or good. You are a **peeper** and you delight in scandalizing those who seek to ensure your behavior.

Never apologize for your actions or comment with truth that is the core of your being. If you are wrong, let them be frightened by the taste of their fear. When dealing with the powerful, dispense with etiquette and tact and speak your mind. You take pleasure in the gasps of shock and disgust occasioned by his words. You are not the unwritten rule of decorum and behavior are still concerned with the effect of your actions. You need to moderate your behavior and watch your words.

And power is evil. Haven't you learned that yet?

[illegible][illegible]

3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041

Take it if you can (Ματθ. 23: 34, 37)

Possessed: You are a plaything for the sinister powers that created you. Several different spirits or personas constantly vie for control of your body. You may periodically lose control outright, but its dominance is shaky enough that when help is at hand, the agent is rescued. **Character:** A variety of traits may be relevant to the character's nature.

For example, you can make the following changes:

- **Change the number of days before the auction ends.** You can change the number of days before the auction ends from 10 to 15, 20, 30, 45, 60, 90, 120, 180, 270, or 365 days. You can also choose to end the auction on a specific date.
- **Change the number of days before the auction ends.** You can change the number of days before the auction ends from 10 to 15, 20, 30, 45, 60, 90, 120, 180, 270, or 365 days. You can also choose to end the auction on a specific date.

M... ..
 P... ..

a little bit of that. I think that's the way to go.

to betray your friends or take actions harmful to yourself.

my friend. Define the x_i 's

Reformer Yes we have terrible wrongs in our life and have no better than the weak hearted Jesus and his apostles. But it is not the same as repentance. Repentance is not the way to earn salvation. It is a group time and a night of darkness and other exorcists. you hope to make amends as best you can

1990 年 4 月 15 日 星期一 晴 10 月 15 日 星期一 晴

tion is nothing more than a cynical attempt to escape last
 night's hell. I am Jes' god to provide you with oppor-
 tunities to get away from the wickedness that is in
 you. I am not here to make you a virtuous person. I
 am here to give you a chance to get away from the
 hell that is in you. I am here to give you a chance to
 get away from the hell that is in you. I am here to give
 you a chance to get away from the hell that is in you.

day I do all I can to erase that stain



Supernatural Stricture: You are a supernatural creature and you are subject to laws and strictures that other adventurers never experience. Others might think of these as superstitions or taboos, but for you they are immutable laws. For instance, you must choose a random way to go anytime you encounter a crossroads, unless someone tells you the way. City streets and dungeon corridors don't usually count as crossroads. You refuse to enter a home without an invitation. Domestic animals panic at your approach. You refuse to set foot on sanded ground, or you cannot look a blue-eyed person in the face. Whatever your stricture is, it rarely puts your life in danger, but it is occasionally inconveniencing to you and memorable to anyone who witnesses your odd behavior.

There are three basic ways to handle this sort of limitation in play.

Voluntary Compliance: You observe the stricture through roleplaying alone.

Compliance to Avoid a Penalty: You observe the stricture because violating it would bring about a minor penalty.

Inviolable Law: You are absolutely incapable of defying the stricture.

Ideally, a supernatural stricture should, on rare occasions, force you to choose or avoid an action that most other characters would not give a second thought. If you get lost at crossroads, you might have to wait for hours at a lonely intersection in the countryside for someone to come along and show you which way to go. If you make domestic animals panic, you might find it impossible to ride a horse, and thus walk instead or ride when traveling overland.

I'm sorry, but I may not cross this threshold if that an invitation. Won't you let me go?

FIENDISH FLAMEWEATH

By their very nature, a warlock's powers are unusual and unpredictable. Some warlocks manifest a visible sign of their fiendish prowess, developing the ability to wreath themselves in burning flames to deal damage to attackers. Giving up your fast healing means you're less capable of bouncing back after a fight, but the interference factor of the fiendish flamewreath alternate class feature might result in you taking less damage entirely.

Level: 8th

Replaces: If you select this class feature, you do not gain the fiendish resilience class feature normally gained at 8th level, for the improvements to that class feature gained at 13th and 18th level.

Benefit: Beginning at 8th level, you know the trick of fiendish flamewreath. Once per day you can immolate yourself in

wispy flames that don't hurt you but deal 1d6 points of fire damage to any creature striking you with its body or a hand-held weapon. Creatures wielding weapons with exceptional reach, such as longspear, are not subject to this damage if they attack you.

Activating your fiendish flamewreath is a free action; it lasts for 2 minutes or until you take another free action to end it. The flames provide light equivalent to a torch, but can't be extinguished except by you. This is a supernatural ability.

At 13th level, your fiendish flamewreath deals 2d6 points of fire damage. At 18th level, the damage improves to 5d6 points.

STARTING PACKAGES

Package 1: The Blaster

Halfing Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15
Skills: Concentration, Knowledge (arcana), Spellcraft
Languages: Common, Goblin, Halfling
Feat: Point-Blank Shot
Weapons: Longspear (1d6/x3), dagger (1d4/19–20, 10 ft.)
Armor: Studded leather (+3 AC)
Other Gear: Standard adventurer's kit, 28 gp
Invocations: Least—eldritch blast, frightful blast

Package 2: The Controller

Elf Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15
Skills: Bluff, Concentration, Intimidate
Languages: Common, Elven, Orc
Feat: Necropolis Born (Complete Arcane)
Weapon: Morningstar (1d8)
Armor: Studded leather (+3 AC)
Other Gear: Standard adventurer's kit, 29 gp
Invocations: Least—clarifier blast, maiming cloud

Package 3: The Problem Solver

Human Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15
Skills: Bluff, Concentration, Spellcraft, Use Magic Device
Languages: Common, Infernal
Feat: Communicator (Complete Arcane), Skill Focus (Use Magic Device)
Weapons: Longspear (1d8/x3), morningstar (1d8), two daggers (1d4/19–20, 10 ft.)
Armor: Studded leather (+3 AC)
Other Gear: Standard adventurer's kit, 20 gp
Invocations: Least—devil's sight, eldritch blast

SUPERNATURAL PENALTIES AND BONUSES

Talk with your DM about whether or not you should be subject to a penalty for breaking a stricture, and if so, what the right sort of penalty should be. Generally, a –1 penalty on caster level or saving throws for 24 hours is not unreasonable for breaking a stricture.

If you are able to a penalty for your supernatural stricture, you are accepting a penalty that offers no benefit other than an

interesting roleplaying hook. To balance this out, you should have a supernatural gift that occasionally provides a modest bonus (+1 bonus on caster level or saving throws for 24 hours). The gift should be something that is not under your control. For example, you might receive the benefit of your gift on the night of the new moon, during a thunderstorm, or when you carry a lock of hair from a man hanged for murder. Work with your DM to create a flavorful and appropriate gift for your warlock.



WARMAGE

theory—it is your life. You dream of blasts of devastating magic, spells of steel, and the clarion horn call you waiters to battle. I understand your longing for the sound dearest to your ears, though the blast is the clapping through the ranks of massed line of enemies has

You graduated near the top of your class. You were a member of the Honor Society, where every day you drilled in the dark predawn light through the heat of the day, until the bugle played its nightly signal that today's training was done. The magical

This class appears in the Complete Arcane supplement.
See *Red Backgrounds* (chaos) or *Cladator Nobie* (solid).

Extra Personality Archetypes: Advisor and Agent, Challenge Leader, Royalty Strategist

CHARACTER THEMES

One or more of the following character themes could apply to you:

Foul-Tempered. A student of hard knocks: you are given to hours of abusive or venomous language, though you pepper



our speech with choice bits of invective even when you're not blaming a subordinate, censuring a compatriot, or expounding on the state of the world. I'll regard all that walk

For example, a few feet of water—swear a few times at the right moment—can do more damage and outpace a far more effective if rationed—a choice curse or shout at just the right moment has far more impact than a constant stream. In other words, rather than a constant stream of cursing, rather—though on occasion the situation calls for it—a few well-chosen words of slur and imprecations. You've also found that it helps company unity if you swear mostly at foes and restrain from applying your venomous tongue to

What are you looking at, cave, reaper?

מבין, אולם, אף לא אחד מהם, נחשב כמקור ראשוני.

Military Heritage, High Rank, You In addition, having served in the king's army or in the king's navy, or even achieved a reasonably high rank. When you leave your war college you were commissioned as a company grade officer and thus began your service as a lieutenant, but

You still proudly wear the rank insignia of a captain despite having been discharged from the company you originally served. You wear the insignia as a shoulder patch. Others who served recognize your insignia and you re-

Because of your military heritage, you are familiar with military lingo and make use of it, as well as elements of military strategy. See the Military Heritage entry on page 58 under the scout character theme.

Military Historian: This character theme requires you to compare and contrast battles between prehistoric tribes, ancient civilizations, and modern armies between the 16th and 19th centuries. See the bard character theme of the same name on page 34.

tactician While a military strategy is an overall plan for a large conflict, tactics are the actual means used to attain it. In a particular fight. As someone who achieved the rank of captain, you know effective tactics and like to employ them in a fight, depending on the situation.

to your face. When at all possible, you attempt to hide your face from the enemy. When you are in a position of vulnerability, you attempt to hide from the enemy. When you are in a position of vulnerability, you attempt to hide from the enemy. When you are in a position of vulnerability, you attempt to hide from the enemy.

or fabricated conversation, you use a decoy to distract a toe or loe from what is truly important—usually you and your

We need for that a dragon charging there first—the, we

Ambush When possible, you prefer to attack your foes from concealment when they least expect such an assault. Good options include striking from dense underbrush or firing ranged weapons from a high position.

Advantages Establish a killing ground, position two groups to cut off any escape, and post someone to keep watch so we know when to launch the ambush.

Frontal Assault Sometimes, the best tactic is a direct frontal assault toward the foe. The hope is to overwhelm the enemy with your strength. However, you know that it's a rank stupidity to call for a frontal assault against a foe in a fortified position.

Advantages Get out of combat, hit for a suicide strike, or frustrate the foe.

Pincer Movement If you are with a group large enough to pull it off and if you're fighting a foe in numbers large enough for it to matter, you like to employ a tactic called the pincer movement, where you attack the massed flanks of the opponent simultaneously in a pinching motion after your foe has committed forward. Your forces ideally respond by moving out to surround the foe.

"Surround them, encircle them, don't let any escape!"

Flying Wedge In some ways, like a frontal assault but more refined, a flying wedge is a charge where all your allies are arrayed in a V shape. You put a brasser at the point of the V, hoping to breach the foe's line, then the following attackers can widen the gap. This maneuver carries a certain risk. If the foe can slow or pause the wedge, you've given your foe an opportunity to try a pincer movement of its own.

"Beat him down, break the line, bend them over!"

ECLECTIC LEARNING

Some warmages find the limited range of their spell selection chafing. These characters yearn for the sorcerer's or wizard's utility spells, such as *invisibility*, *dimension door*, or even the humble *detect magic*. While you will never have as wide an access to such spells as other arcane casters, the eclectic learning alternate class feature gives you at least a taste of what your fellow arcanists already enjoy (with your significantly watering down your battlefield focus).

If you take this option, choose carefully which spells to learn. Focus on spells that will remain useful as long as possible—while *regeneration* might seem like a good choice at 6th level, by the time you can afford a good *heal* or *charm*, you might regret that earlier choice.

Level: 3rd, 6th, 11th, or 16th

Replaces: If you select this class feature, you do not gain the advanced learning class feature normally gained at a particular level. The choice you make at one level has no bearing on the choice you make at a later level. You choose eclectic learning at 3rd and 6th level, advanced

learning at 11th level, and then eclectic learning again at 16th level.

Benefit: At 3rd, 6th, 11th, or 16th level, you can choose to add a new spell to your list that would normally be outside your area of expertise. The spell must be a sorcerer/wizard spell, but it can be from any school. The spell is treated as being one level higher than normal (for example, *invisibility*, a 2nd-level sorcerer/wizard spell, would be treated as a 3rd-level warmage spell for you). You must be capable of casting spells of the new spell's adjusted level—for instance, you can't choose a 3rd-level sorcerer/wizard spell at 6th level, because the spell is treated as a 4th-level spell for you.

STARTING PACKAGES

Package 1: The Battle Mage

Gnome Warmage

Ability Scores: Str 8, Dex 14, Con 15, Int 12, Wis 8, Cha 15

Skills: Concentration, Intimidate, Spellcraft

Languages: Common, Gnome, Goblin

Feat: Battle Caster, Combat Reflexes

Weapon: Longspear (16/x3)

Armor: Scale mail, +4 AC

Other Gear: Spell component pouch, standard adventurer's kit

Package 2: The Blaster

Human Warmage

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15

Skills: Concentration, Intimidate, Knowledge (arcana), Spellcraft

Languages: Common, Draconic

Feat: Lightning Reflexes, Spell Focus (evocation)

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft)

Armor: Leather, +2 AC

Other Gear: Spell component pouch, standard adventurer's kit, 1 gp

Package 3: The Sharpshooter

Halfing Warmage

Ability Scores: Str 6, Dex 16, Con 13, Int 12, Wis 10

Cha 15

Skills: Concentration, Spellcraft, Spot, Listen

Languages: Common, Elven, Halfing

Feat: Point-Blank Shot

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft)

Armor: Leather, +2 AC

Other Gear: Spell component pouch, standard adventurer's kit, 1 gp

CHAPTER 2

WIZARD

Given time enough, you hope to discover magic ever penned. The arcane secrets of the world excite you like nothing else, and the discovery of a new tome, scroll, or magical treatise makes your heart skip a beat, your face flush, and your breath come quick. Each new library of spells you discover is another intellectual fortune, and the anticipation of what you'll find is nearly as satisfying as the actual identification of a spell wholly new to your library.

While you hate leaving your sanctum with its library and arcane equipment that you use to determine the magical secrets of magic items and artifacts, it is good to bow and kneel even before the laboratory and actually utter the incantations, hexes, and powerful spells that you prepare daily. The craft you pursue is an art, and like any pursuit, it requires practice.

Suggested Backgrounds: House of Artisan, Ascetic, Noble Scion

Suggested Personality Archetypes (choose one): Agent Challenge, Crusader, Innocent, Mercenary, Renegade, Royalty Sage, Seeker, Strategist, Theorist, Trickster

CHARACTER THEMES

One or more of the following character themes could apply to you.

Doting Master: Your familiar is more than a mere adjunct of your power—it is your companion, friend, and confidant. Whenever you eat, whether informally, or at an inn or even at a formal party, you always make certain that your familiar samples the best tasting portions of the meal.

You worry about your familiar's ability to stay warm, or at least fashionable, and so you've ordered a few custom pieces of clothing with which to outfit your familiar—hood, neck vest, paw (or talon) gloves, and goggles. Whether or not your familiar is smart enough to respond, you ask its opinion on weighty matters.

While you are immensely proud of your familiar, you cast a critical eye at the familiars of other wizards and arcanists who keep pets. You know that your bond with your familiar, and better yet the skill your familiar displays, is a reflection of your worth.

"Never mind them, Piggins. We know we're right, even if they choose not to bow to our superior knowledge of the arcane. ... He is surculent!" Come, get a taste. Little Brownie! Where's the ...

Look there, Tibb! A raven! So bearaggl'd, so thin. Poor thing looks like it's on its last leathers, doesn't it?

Evil Curious: You've always told yourself that you merely enjoy magic—who wouldn't? It's the best thing about living, isn't it? But you've recently realized that your impulse control might not be what it should when it comes to the discovery of new tomes and items. No matter how evil the previous owner of the item or tome, you can't help but be curious about the spells within.

However, you also know that true evil is a lure that can cage your mind and will just as effectively as an illithid can, and it can consume all your good works and past accomplishments. To avoid that fate, you constantly look for items and spells that might serve as an "insulator" so that you can study evil

tomes and items with some amount of spiritual protection. You've heard that such spells exist, however fallible, and you intend to find them.

"I have safeguards to protect me against any influences beyond my own will!"

"We must understand this, if we are going to learn what we need, but the threat!"

Knowledgeable: As a master wizard, steeped in the arts arcane, you know a lot about a lot much of which is esoteric, to your comrades unschooled in wizardry. That is no reason not to make regular use of your large and mysterious vocabulary in day-to-day conversation, or to reference various entities of great power and/or wizardly significance when you are surprised or otherwise disturbed.

You are also familiar with a great many tomes and don't mind referencing them in regular conversation, especially if you claim to have penned a few of your own.

By the silver scales of the Deneb Water Dragon!
Just as the gaze of Shandalar pierces any mark,
If the dread power of the Spell of Utter Ruination could be used

"If I knew the words to the Citrine Wall of Finality, things would be different here, but ...

"This path reminds me of the Twisted Unsolvable Mazes of the Demon King Tatharna.

Oh, ho! You'd argue with the author of The Power of the W ...
The Earth, The Planes, and the Magical Path to Enlightenment ...

It don't hold too much with the mysticism infused with the spell's I scissed in Drawing Down the Moon, or any mysticism, really. I'm more about the art, not the theory.

"Well, according to what I've read in Magical Monsters: A Bestiary of Fearsome Creatures ...

IMMEDIATE MAGIC

Other than having a single additional spell of each spell level, a specialist wizard functions like any other wizard. Your evoker's fireball spell deals as much damage as that of a conjurer, diviner, or necromancer, and doesn't look any different. By taking the immediate magic alternative class feature, you gain a useful trick that sets you apart from other specialists. Though giving up your familiar is a hardship, it means you have one less thing to worry about in a fight.

Level: 1st

Replaces: If you select this class feature, you do not gain ...

Benefit: You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st) and the caster level is your wizard level. The save DC (if any) is equal to 10 + 1/2 your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until your next turn unless otherwise noted.



To select this ability, you must also choose to specialize in a school of magic. The spell-like ability gained depends on your specialty (see below).

Urgent Shield (abomination): You create a temporary shield of force that grants you a +2 shield bonus to AC.

Abript Jaint (continuation): You teleport up to 10 feet. You can't bring along any other creatures.

Gloome Peak (turn 40) You get a flash of foresight into the danger! **Insight** +2. You gain a +2 insight bonus on the next saving throw you make before your next turn.

Instant Date current next When an enemy that has HD equal to or less than your wizard level makes a melee

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When a visible enemy with a level 10 or greater attack is within 100 feet of a tank, the tank will fire a salvo of 100 rounds of armor-piercing high-explosive (APHE) rounds. This requires a single touch attack roll and deals 106 points of damage per three wizard levels, both tanks rise or simultaneously neither and disrupt the other.

Real Image of Illusion: You create a (faint double of yourself (similar to mirror image). The image lasts 10 seconds at your next turn.

a visible enemy within 60 feet targets you with an attack or spell you can respond with a curse. If the enemy fails a Will save (DC 13), a penalty to AC and on saving throws.

Sudden Shift (transmutation): You temporarily change your form to grant yourself a climb, fly, or swim speed for the remainder of the turn. If you activate this ability during your turn, it lasts until the end of that turn; otherwise it lasts until the end of your next turn.

STARTING PACKAGES

Package 1 The Blaster

Jeff Winstead, *Los Angeles*

TABLE 3-1. GENERAL FEATS

Feat	Prerequisites	Benefit
Acrobatic Strike	Tumble 12 ranks	+6 on next attack against opponent you tumble past
Arcane Flourish	Perform 4 ranks, arcane caster level 1st	Expend spell to gain bonus on Perform check
Arcane Accompaniment	Perform 4 ranks, Arcane Flourish, arcane caster level 1st, bardic music	Expend prepared spell or spell slot to extend duration of bardic music
Arcane Thesis	Knowledge (arcana) 9 ranks, ability to cast arcane spells	+2 caster level, cheaper metamagic with one spell
Arcane Toughness	Toughness, arcane caster level 3rd	Expend prepared spell or spell slot to heal when at or below 0 hit points
Arcane Consumption	Arcane Toughness, Toughness, arcane caster level 6th	+2 save DC for one spell, Con penalty for 12 hours and fatigued
Armor Specialization	Proficiency with selected armor type, base attack bonus +12	DR 2/- with chosen armor
Battle Dancer	Base attack bonus +2, bardic music	-2 on attacks while moving and using bardic music
Bonded Familiar	Familiar	You and familiar shift damage after deadly attack
Bounding Assault	Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12	Attack twice while using Spring Attack
Rapid Blitz	Dex 13, Bounding Assault, Dodge, Mobility, Spring Attack, base attack bonus +18	Make third attack as part of Spring Attack
Brutal Strike	Str 13, Power Attack, base attack bonus +6	Daze opponent with successful bludgeoning attack
Combat Acrobat	Balance 9 ranks, Tumble 9 ranks	Gain new uses for Balance skill
Combat Familiar	Arcane caster level 1st, familiar	Familiar enters foe's square without provoking attack
Lurking Familiar	Combat Familiar, arcane caster level 6th	Familiar can hide in your square
Combat Tactician	Dex 13, Dodge, base attack bonus +12	+2 on damage against foe you approach and attack
Cometary Collision	Str 13, Improved Bull Rush, Power Attack	Ready action to slam into charging foe
Companion Spellbond	Anima, companion	Share spells with companion at greater range
Crossbow Sniper	Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy, or light crossbow, base attack bonus +1	Half Dexterity bonus on crossbow damage, 60 ft skirmish or sneak attack
Cunning Evasion	Hide 9 ranks, evasion	Hide and move immediately after using evasion
Dampen Spell	Improved Counterspell	Reduce your save DC against foe's spell by expending spell or slot as immediate action
Deadeye Shot	Poison Blank Shot, Precise Shot, base attack bonus +4, skirmish or sneak attack ability	Ready action to fire, denying foe Dex bonus to AC on your attack after a ybts foe
Defensive Sweep	Base attack bonus +15	Foe must move or provoke attack
Elven Spell Lore	Int 17 or elf, Knowledge (arcana) 12 ranks	Bonus on dispel attempts, alter energy type of spell
Fade into Violence	Buff 6 ranks, Hide 6 ranks	Foe strikes ally, not you, if your Buff check succeeds
Fiery Fist	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8	Expend Stunning Fist use to cloak fists, feet in fiery energy for +1d6 damage
Fiery K Defense	Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8	Expend Stunning Fist use to cloak self in flame, damaging any who strike you
K Blast	Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8	Expend Stunning Fist uses to throw ball of k energy
Flay	Str 13, Power Attack	Inflict painful wounds on unarmored targets
Grenadier		+1 on attacks and damage with splash weapons
Hindering Opportunist	Combat Reflexes, base attack bonus +3	Replace attack of opportunity with aid another
Stalwart Defense	Combat Reflexes, Hindering Opportunist, base attack bonus +9	Foes provoke aid another action from you when they attack allies
Indomitable Soul	Endurance, Iron Will	Roll twice against fear and mind affecting attacks
Intimidating Strike	Intimidate 4 ranks	Use Intimidate check with attack to shake opponent
Keen-Eared Scout	Listen 6 ranks, Alertness or Skill Focus (listen)	Listen check reveals extra information about sound
Leap of the Heavens	Jump 4 ranks	Don't double DC for standing jumps, +5 bonus on running jumps
Lunging Strike	Base attack bonus +6	Extend reach of one attack
Mad Foam Rager	Rage or frenzy ability	Once per rage or frenzy, delay spell or attack effect
Master Manipulator	Cha 13, Diplomacy 9 ranks	Gain two new uses of Diplomacy skill
Melee Evasion	Dex 13, Int 13, Combat Expertise, Dodge	While fighting defensively, negate foe's attack
Melee Weapon Mastery	Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8	Gain Weapon Focus, Weapon Specialization benefit with multiple weapons

Feat	Prerequisites	Benefit
Crushing Strike	Proficiency with a bludgeoning weapon, Weapon Focus with a bludgeoning weapon, Melee Weapon Mastery (bludgeoning), Weapon Specialization with a bludgeoning weapon, base attack bonus +14	+1 on attacks per previous hit with bludgeon
Driving Attack	Proficiency with selected weapon, Weapon Focus with selected weapon, Melee Weapon Mastery (piercing), Weapon Specialization with selected weapon, base attack bonus +14	Bull rush with piercing weapon attack
Slashing Flurry	Proficiency with selected weapon, Weapon Focus with selected weapon, Melee Weapon Mastery (slashing), Weapon Specialization with selected weapon, base attack bonus +14	Gain extra attack with slashing weapon
Weapon Supremacy	Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Greater Weapon Specialization with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Melee Weapon Mastery with weapon type of selected weapon, fighter level 18th	Gain further abilities with chosen weapon
Overwhelming Assault	Base attack bonus +15	Gain bonus against adjacent foe not attacking you
Penetrating Shot	Str 15, Point Blank Shot, base attack bonus +10	Your ranged attack targets every foe in 60 ft. line
Ranged Weapon Mastery	Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8	Gain Weapon Focus, Weapon Specialization benefits with multiple weapons
Robilar's Gambit	Combat Reflexes, base attack bonus +12	Grant foes bonus on attacks and damage, but their attacks provoke attacks of opportunity
Shield Specialization	Proficiency with shields	Increase shield bonus by +1
Active Shield Defense	Proficiency with shields, Shield Specialization	Make attacks of opportunity without penalty when fighting defensively
Agile Shield Fighter	Proficiency with shields, Improved Shield Bash, Shield Specialization	Reduce two weapon penalties when using shield bash
Shield Sling	Proficiency with shields, Improved Shield Bash, Shield Specialization, base attack bonus +9	Use shield as ranged weapon
Shield Ward	Proficiency with shields, Shield Specialization	Gain shield bonus to touch AC and against bull rush, disarm, grapple, overrun, and trip
Short Haft	Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +3	Lose reach benefits, attack adjacent foes
Spectral Skirmisher	Base attack bonus +6	Gain bonuses while invisible
Spell Linked Familiar	Arcane caster level 9th, familiar	Familiar gains limited spellcasting ability
Steadfast Determination	Endurance	Use Constitution to modify Will saves
Telling Blow	Skirmish attack or sneak attack	Gain skirmish or sneak attack damage on critical hits
Trophy Collector	Craft (taxidermy) 6 ranks	Gain bonuses from trophies you create and wear
Tumbling Feint	Bluff 4 ranks, Tumble 4 ranks	+5 on feint attempt after successful Tumble
Two-Weapon Pounce	Dex 15, Two-Weapon Fighting, base attack bonus +6	Attack with both weapons when charging
Two-Weapon Rend	Dex 15, Two-Weapon Fighting, base attack bonus +11	Gain bonus damage if you hit with both weapons
Vatic Gaze	Arcane caster level 9th	Detect magic at will, use Sense Motive to determine foe's highest-level spell
Versatile Unarmed Strike	Improved Unarmed Strike	Deal bludgeoning, piercing, or slashing damage with unarmed strikes
Vexing Flanker	Combat Reflexes	+4 on attacks when flanking
Adaptable Flanker	Combat Reflexes, Vexing Flanker, base attack bonus +4	Flank chosen foe from adjacent square
Wanderer's Diplomacy	Halfing or 4 ranks in Bluff, Diplomacy, and Sense Motive	Gain special social abilities
Water Spilling Stone	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +9	+4 bonus on damage when striking foe that has DR

Benefit: As a swift action, you designate a single square as the focus of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square adjacent to the target, even if that square is occupied by another ally. You also occupy your chosen square if you are not adjacent to an opponent.

Special: A fighter can select Adaptable Flanker as one of his fighter bonus feats.

AGILE SHIELD FIGHTER

You are skilled in combining your shield bash attack with an armed strike. When you use your shield in conjunction with a weapon, your training allows you to score rolling bonuses with both.

Prerequisites: Proficiency with shields, Improved Shield Bash, Shield Specialization

Benefit: When making a shield bash and armed strike attack as part of a full attack action, you take a -2 penalty on each attack. These penalties replace the normal ones you incur for fighting with two weapons.

Special: A fighter can select Agile Shield Fighter as one of his fighter bonus feats.

ARCANE ACCOMPANIMENT

You infuse your performance with magical energy, allowing its effects to continue even as you attend to other tasks.

Prerequisites: Perform 4 ranks, arcane caster level 1st, bardic music

Benefit: As a swift action, you can expend a prepared spell or a spell slot to extend the duration of your bardic music ability after you stop performing. You extend the duration a number of rounds equal to the level of the spell or spell slot you expend.

This extension is in addition to the normal duration of the effect after you stop performing.

You can expend only one spell slot to extend the duration of your bardic music.

The slot can be a spell slot or one of the caster classes' or just bardic music.

This has no effect on bardic music or similar abilities with duration of instantaneous or permanent.

ARCANE CONSUMPTION

You can sacrifice your own health to strengthen a spell. This process leaves you wracked with pain, but the enhanced energy you draw from the spell might provide the margin between victory and defeat.

Prerequisites: Arcane Toughness, Toughness, arcane caster level 6th

Benefit: Once per day, as a swift action, you can take a Constitution check to increase the DC of a spell you are casting and consume hit points equal to the difference between the DC and your Constitution score to make this feat. In return, you take a -4 penalty on Constitution for 12 hours and are fatigued.

ARCANE FLOURISH

You use your magical abilities to improve your performance. By bleeding magical energy from your spells, you can enhance the pitch and sound of your performance.

Prerequisites: Perform 4 ranks, arcane caster level 1st

Benefit: As a swift action, you can expend a prepared spell or spell slot to grant your next Perform check a competence bonus equal to 1 + the level of the spell or slot. You must make a check within 1 minute of casting the spell or the energy you expend dissipates with no effect.

ARCANE THESIS

You have studied a single magical concept. Your expertise grants you formidable, though narrowly focused, arcane magic.

Prerequisites: Knowledge (arcana) 4 ranks, ability to cast arcane spells



Benefit: Choose one arcane spell that you can cast. When casting that spell, you do so at +2 caster level. When using a metamagic feat other than Heighten Spell on that spell, the enhanced spell uses up a spell slot one level lower than normal. For example, an empowered thorn spell uses a spell slot one level higher than the spell's actual slot rather than the normal two levels higher.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

ARCANE TOUGHNESS

You draw upon the power of your magic to sustain yourself, allowing you to continue fighting even if your body has faltered.

Prerequisites: Toughness, arcane caster level 3rd

Benefit: You can expend a prepared spell or spell slot as a free action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the spell or spell slot used in this manner. You cannot use this ability to negate effects that disable you, such as ongoing hit point damage such as a medusa's ability to turn you to stone. Even if this healing does not bring you above 0 hit points, it still stabilizes you. Using a 0-level spell with this feat grants no benefit.

ARMOR SPECIALIZATION

Wearing armor, you know what you have put on your body to believe in its armor. Where others flinch, you confront. When the sword falls, your instincts, born of bruises and rent flesh, present your cuirass, cuisse, helm, or gorget to meet the blade at the perfect angle, causing it to shatter off harmlessly.

Prerequisites: Proficiency with selected armor type, base attack bonus +12

Benefit: Choose one type of medium or heavy armor with which you are proficient. When wearing masterwork armor (including magic armor) of that type, you gain damage reduction 2/. Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot properly deflect the blows of the enemy.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor.

A fighter can select Armor Specialization as one of his fighter bonus feats.

BATTLE DANCER

As the music of battle flows through you, you move in cadence with an orchestra of magical power. The power of your bardic performance drives you forward and improves your fighting ability.

Prerequisites: Base attack bonus +2, bardic music

Benefit: During a round in which you grant at least a +1 bonus on attack rolls, damage rolls, or saves with one of your bardic music abilities, you gain a +2 morale bonus on your attack rolls for the remainder of the round before attacking. You lose this benefit for the remainder

of your current use of bardic music if you do not move or if you do not attack on your turn. If you stand still and attack, or move without attacking, you do not gain this feat's benefit, but the ability's duration continues.

Special: A fighter can select Battle Dancer as one of his fighter bonus feats.

BONDED FAMILIAR

As a fighter, you are more than normal magic. You are a warrior, granting you access to two special abilities.

Prerequisite: Familiar

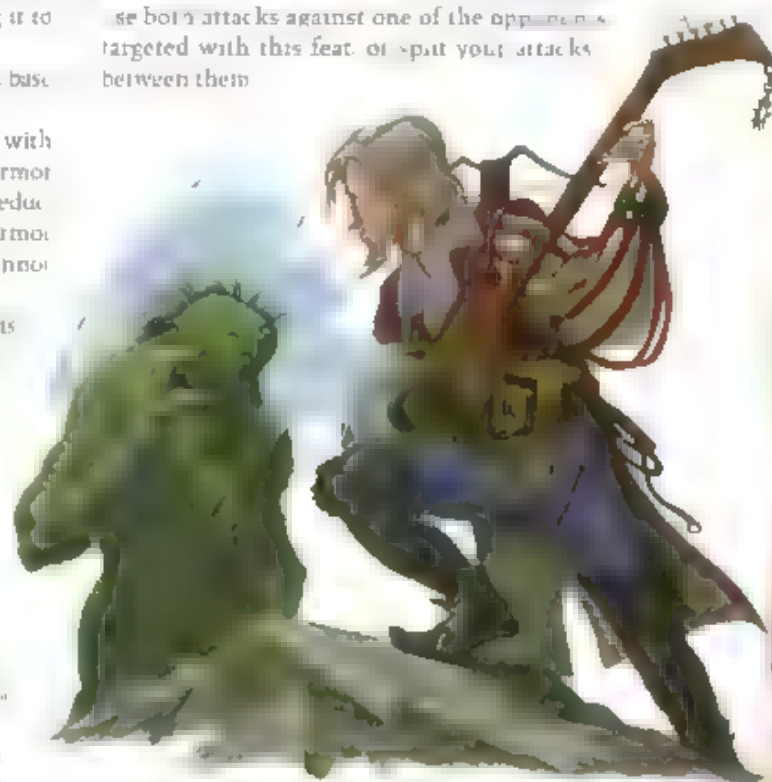
Benefit: As long as your familiar is within 30 feet of you, you can share the damage from a single attack. Once per day, if an attack would drop your familiar to fewer hit points, you can, instead, choose to accept that damage. In addition, once per day, your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points. This ability applies only to attacks or effects that deal hit point damage. You or your familiar could not absorb the effect of a spell, such as *fireball*.

BOUNDING ASSAULT

You can move and attack with superior speed and grace.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12

Benefit: When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can take a -5 penalty to both attacks. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.



BRUTAL STRIKE

You can batter foes senseless with your quarterstaff or flail. Few victims are willing to stand toe to toe with you, knocking his foes witless with a single strike.

Prerequisites: Str 13, Power Attack, base attack bonus +6

Benefit: If you use your Power Attack feat to increase damage with a bludgeoning weapon, you can attempt a brutal strike. You must declare your intention before making your attack. If the attack hits and your opponent takes more than 10 points of damage, he must make a Fortitude save (DC 10 + your extra damage from the Power Attack feat on the attack) or be sickened for 1 round.

You can use this feat once per round during your attack action.

Special: This feat cannot be used against a creature that is not subject to extra damage from critical hits.

A fighter can select Brutal Strike as one of his fighter bonus feats.

COMBAT ACROBAT

Your acrobatics and agility in combat allow you to move across the battlefield with ease. You stay on your feet and

speed over difficult terrain due to your superior athleticism and acrobatic talents.

Prerequisites: Balance 9 ranks, Tumble 9 ranks

Benefit: You gain several benefits from this feat to reflect your overall athletic ability and training in the skills vital to an acrobat.

Acrobat's Recovery: If an effect causes you to fall, you must make a DC 20 Balance check to remain on your feet.

Safe Fall: Whenever you fall from a height, you can attempt a DC 15 Balance check. You can move through the fall as if it were difficult terrain while moving. You take no damage from the fall as if it were normal terrain. You still endure any other hazards associated with the terrain. For example, a shallow pool of boiling water might deal fire damage and count as difficult terrain. You would still take damage from the water even if your Balance check allowed you to move through it at full speed.

Special: A fighter can select Combat Acrobat as one of his fighter bonus feats.

COMBAT FAMILIAR

Your familiar is killed in delivering attack spells against your foes. It flits past their defenses to discharge its spell without leaving itself vulnerable to attack.

Prerequisites: Arcane, Spellcraft 10 ranks





Benefit If your familiar holds the charge for a touch spell, it does not provoke an attack of opportunity for entering an opponent's square.

COMBAT TACTICIAN

You excel at approaching an opponent from an unexpected direction to deliver deadly attacks. As you approach your foe, you duck and weave to confuse his defenses. Alternatively, you draw a weapon and make a quick attack that surprises your foe.

Prerequisites: Dex 13, Dodge, Base attack bonus +12

Benefit You can designate a specific foe as the target of this feat as a free action. If neither you nor the target threatens each other at the start of your turn, you gain a +2 bonus to your melee damage against that target during your turn.

COMETARY COLLISION

You are a thunderbolt of destruction on the battlefield. By carefully timing your charge, you rush forward and slam into an enemy just as he gathers the speed needed to charge you. You turn your opponent's momentum against him.

Prerequisites: Str 13, Improved Bull Rush, Power Attack

Benefit You can ready a standard action to use this feat when an opponent charges you or any other target. At any point during your opponent's charge, you can charge. In place of the normal charge benefits, you gain a +2 bonus to attack rolls and +4 on your damage roll. Your feat negates the benefits of charging (but not the penalties) but cannot be used to attack you. If the target charged someone else, he can choose to instead attack you. You take the standard penalty to AC for charging.

If you cannot move at least 10 feet or cannot charge due to terrain or other factors, you do not gain this feat's benefit. In either case, you use your readied action to move but do not gain an attack.

Special A fighter can select Cometary Collision as one of his fighter bonus feats.

COMPANION SPELLBOND

You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.

Prerequisite: Animal companion

Benefit You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet. You can cast touch spells to affect your companion at a greater range than normal. You can change a spell's range from touch to short (range of 25 feet + 5 feet per two caster levels) if the spell targets only your companion.

CROSSBOW SNIPER

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or you have learned to maximize the stability and accuracy of your weapon.

Prerequisites: Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy, or light crossbow, base attack bonus +1

Benefit When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to 1/2 your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases

to 60 feet when you are using a crossbow for which you have the Weapon Focus feat.

Special A fighter can select Crossbow Sniper as one of his fighter bonus feats.

CRUSHING STRIKE

You wield a bludgeoning weapon with superior power, allowing you to batter aside an opponent's defenses.

Prerequisites: Proficiency with a bludgeoning weapon, Weapon Focus with a bludgeoning weapon, Weapon Mastery (bludgeoning), Weapon Specialization with a bludgeoning weapon, base attack bonus +14.

Benefit When you use a full attack action while fighting with any bludgeoning weapon, each attack that connects beats down your foe's defenses, granting a cumulative +1 bonus on attack rolls until the end of your current turn.

CUNNING EVASION

When an area attack detonates around you, you use the chaos and flash of energy to duck out of sight.

Prerequisites: Hide 9 ranks, evasion.

Benefit If you are caught within an area attack whose damage you avoid completely due to your evasion or improved evasion ability, you can make a combined Hide check and a 5-foot step as an immediate action. You can attempt this check only if there is cover suitable for a Hide check, and you can take your 5-foot step into cover before making your Hide attempt.

Special If you have the hide in plain sight class feature, you do not need cover near you to attempt the Hide check allowed by this feat.

DAMPEN SPELL

From the lowliest prestidigitator to the most august hierophant, spellcasters both arcane and divine recognize the power of counterspelling. You are no exception. You have learned to channel energy into a foe's spell to weaken its effects. Although you fail to nullify the spell, you render it much easier to resist.

Prerequisite: Improved Counterspell.

Benefit You can use an immediate action to attempt to dampen an enemy's spell. As with counterspelling, you must identify the target spell as it is being cast. If you successfully identify it, you can expend any spell or spell slot to dampen your opponent's incantation. Because of your hasty, immediate casting, you do not fully counter the target spell. Instead, you subtract the level of the spell or spell slot you expend from the save DC of your opponent's spell.

DEADEYE SHOT

You carefully line up a ranged attack, timing it precisely so that you hit your opponent when his guard is down. When your target is busy dealing with an ally's melee attack, you strike.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4, skirmish or sneak attack ability.

Benefit By firing just as your ally connects with a blow, you take advantage of the distraction to strike the same enemy

when his guard is ruined. If you ready a ranged attack to occur when an ally strikes a particular target, and your ally succeeds, that target loses his Dexterity bonus to AC against your attack.

Special A fighter can select Deadeye Shot as one of his fighter bonus feats.

DEFENSIVE SWEEP

You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.

Prerequisite: Base attack bonus +15.

Benefit If an opponent begins his action adjacent to you and does not move, he provokes an attack of opportunity from you immediately after his turn ends, provided that you threaten the square that he occupies. Any sort of movement, including a 5-foot step, allows the opponent to avoid provoking this special attack of opportunity. This feat does not give you any ability to make additional attacks of opportunity in a given round.

Special A fighter can select Defensive Sweep as one of his fighter bonus feats.

DRIVING ATTACK

When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.

Prerequisites: Proficiency with selected piercing weapon, Weapon Focus with selected piercing weapon, Weapon Mastery (piercing), Weapon Specialization with selected piercing weapon, base attack bonus +14.

Benefit If you use a full-round action to make a single melee attack with any piercing weapon and succeed in hitting, you can initiate a special bull rush attempt against the target. This bull rush uses your total bonus on damage rolls in place of your Strength modifier. You do not provoke an attack of opportunity with this bull rush, and you cannot move forward with your opponent.

If you succeed in pushing an opponent back 10 feet or more, you can reduce the distance you push him by 10 feet. In return, your foe falls prone in the square where he ends his movement. Note that by reducing the distance you push your opponent, you can have him fall prone in his current space.

ELVEN SPELL LORE

You have studied the mighty arcane traditions of the elves, granting you insight into the intricate workings of magic and the theoretical structures behind spells.

Prerequisites: Int 17, or skill knowledge (arcana) 12 ranks.

Benefit Your understanding of the elven secrets of magic grants you two benefits. When you cast *dispel magic* or *remove spell magic*, you gain a +2 bonus on your caster level check. Your understanding of magic allows you to more easily unravel the power that sustains a foe's spell.

In addition, your knowledge of magic grants you rare insights into forgotten spell lore. Choose a single spell in your spellbook when you take this feat. When preparing that spell,

you can alter the type of damage it deals to a single type of your choice. You must make this choice when preparing the spell. (Those who do not prepare spells cannot benefit from this aspect of the feat.) You can prepare the spell multiple times, selecting the same or a different energy type for it with each preparation.

You can gain this feat multiple times. The caster level bonus does not stack, and each time you take the feat a different spell must be chosen.

FADE INTO VIOLENCE

While the chaos of battle swirls around you, you rely on your ability to slip into the background to avoid your enemy's notice. Your frightened demeanor and pitiable appearance causes your opponents to seek out other targets.

Prerequisites: Bluff 6 ranks, Hide 6 ranks

Benefit: When you wear no armor or light armor and carry nothing in your hands, your opponents might assume that you are an ineffectual fighter. As an immediate action, choose a single target for this feat. If that opponent threatens both you and one of your allies, that foe strikes your ally rather than you unless he succeeds on a Sense Motive check opposed by your Bluff check. If your foe is larger than you, you gain a +4 bonus on your Bluff check. You lose this benefit if you attack any opponent or target an opponent with a spell. This benefit does not apply to ranged attacks or attacks of opportunity that you provoke.

Once you choose a target for this feat, you cannot switch to a new target for the rest of the encounter.

FIERY FIST

By channeling your *ki* energy, you sheathe your limbs in magical fire. Your unarmed strikes deal extra fire damage.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8

Benefit: As a swift action, you can expend one of your uses of the Stunning Fist feat to surround your fists with fire. For the rest of your turn, you gain an extra 1d6 points of fire damage on your unarmed strikes.

When you select this feat, you gain an additional daily use of Stunning Fist.

Special: A fighter can select Fiery Fist as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Fiery Fist as her bonus feat at 2nd level, even if she does not meet the other prerequisites.

FIERY KI DEFENSE

You channel your *ki* energy into a cloak of flame that injures all who attempt to strike you.

Prerequisites: Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8

Benefit: As a swift action, you can expend one of your uses of the Stunning Fist feat to cloak yourself in flame. Any creature that strikes you with a melee attack takes 1d6 points of fire damage. This benefit lasts until the start of your next turn.

Special: A fighter can select Fiery Ki Defense as one of his fighter bonus feats. A monk with the Stunning Fist feat can

select Fiery Ki Defense as her bonus feat at 8th level, as long as she also possesses the Fiery Fist feat. Other prerequisites can be ignored.

FLAY

When fighting unarmored opponents, you excel at twisting your weapon just before impact. This motion rips and tears at your foe's flesh, causing intense pain. This attack is wholly ineffective against armored foes, but it tears through natural defenses.

Prerequisites: Str 13, Power Attack

Benefit: When you use your Power Attack feat with a slashing or piercing weapon against a foe who lacks an armor bonus to AC, you inflict horrid pain on your target. If your attack hits, your opponent must make a Fortitude save (DC 10 + your damage bonus from Power Attack on the strike). If this save fails, he takes a -2 penalty on attacks for 1 round.

You can use this feat once per round against a given target.

Special: A fighter can select Flay as one of his fighter bonus feats.

GRENADEIER

You are skilled in using grenadelike weapons. You excel at tossing them to hit the right spot to maximize the amount of damage they cause as they burst open upon the battlefield.

Benefit: You are an expert with splash weapons and all manner of incendiary mixtures. You gain a +1 bonus on attack rolls with splash weapons and a +1 bonus on the weapons' damage (including splash damage).

Special: A fighter can select Grenadier as one of his fighter

HINDERING OPPORTUNIST

When you have a chance to strike a distracted foe, you instead use that opportunity to aid or protect an ally against him.

Prerequisites: Combat Reflexes, base attack bonus +3

Benefit: Whenever an opponent provokes an attack of opportunity from you, you can choose to replace that attack with an aid another action targeting that opponent.

INTIMIDATING STRIKE

You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear. If you decide to hit your foe, you can easily slay him.

Prerequisites: Intimidate 4 ranks

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an Intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter can select Intimidating Strike as one of his fighter bonus feats.

INDOMITABLE SOUL

Your physical toughness translates into greater mental resiliency. Where others cave in to magical effects that alter their minds, you stand resolute.

Prerequisites: Endurance 3, Iron Will

Benefit: Whenever you make a Will save against a mind-affecting or fear ability, you can roll 2d20 and use the higher of the two dice to hit.

KEEN-EARED SCOUT

Your sharp sense of hearing allows you to determine much more about your surroundings.

Prerequisites: Listen 6 ranks, Alertness or Skill Focus (Listen)

Benefit: When you make a Listen check, you might learn more than normal about a source of noise.

If you beat the Listen DC by 5 or more, you determine the size, speed, and direction of the source of noise.

If you beat the DC by 10 or more, you determine the precise, current position of the creature or object that caused the sound.

If you beat the DC by 15 or more, you determine the type of armor the creature wears and what it carries, if anything.

If you beat the DC by 20 or more, you learn the creature's type and subtypes.

The information you learn is cumulative. For example, if you got a Listen check result of 35 against a DC of 23, you gain the information for beating the check by 10 and by 5. These benefits apply to both standard and opposed Listen checks.

Also, you gain a +5 bonus on Listen checks to pinpoint invisible creatures.

KI BLAST

You focus your ki into a ball of energy that you can hurl at an opponent.

Prerequisites: Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8

Benefit: You can expend two daily uses of your Stunning Fist feat as a move action to create an orb of raw ki energy. You can then throw the scorching orb as a standard action with a range of 60 feet. This ranged touch attack deals damage equal to 3d6 points + your Wis modifier. The ki orb has a force effect.

If you fail to throw the orb before the end of your turn, it dissipates harmlessly.

When you take this feat, you gain an additional daily use of Stunning Fist.

Special: A fighter can select Ki Blast as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Ki Blast as her bonus feat at 8th level, as long as she possesses the Fiery Fist feat and a base attack bonus of +6 (other prerequisites can be ignored).

LEAP OF THE HEAVENS

Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.

Prerequisite: Jump 4 ranks

Benefit: When making a Jump check, the DC for the check doesn't double if you fail to move 20 feet in a straight line prior to jumping. If you do move 20 feet in a straight line before attempting a jump, you gain a +5 competence bonus on your check.

Normal: All Jump checks require a 20-foot running start to avoid doubling the DC of the check.

LUNGING STRIKE

You make a single attack against a foe who stands just beyond your reach.

Prerequisite: Base attack bonus +6

Benefit: As a full-round action, you can make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

Special: A fighter can select Lunging Strike as one of his fighter bonus feats.

LURKING FAMILIAR

Your familiar hides within the folds of your robe or takes cover behind you as your opponents close in. When it moves to attack, its sudden appearance might catch you off by surprise.

Prerequisite: Combat Familiar, arcane caster level 6th, familiar

Benefit: If your familiar occupies your square, it gains cover against all attacks. As a consequence, it can make a Hide check to avoid your foes' notice. If your familiar then leaves your space to attack an opponent, it gains the normal benefits for attacking from a hidden position.

MAD FOAM RAGER

You fight with the rage that only a rabid badger or a blood-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisite: Rage or frenzy ability

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

MASTER MANIPULATOR

Your words are your weapons. You confuse others with your speech, luring them into giving up vital secrets and leaving them dumfounded with your carefully constructed conversational stratagems.

Prerequisites: Cha 13, Diplomacy 9 ranks

Benefit: This feat grants two new uses for the Diplomacy skill. You must share a language with a creature to use these options against it. Neither ability functions during combat.

Captivating Speech. You can distract a creature with your compelling delivery and witticisms. With a successful Diplomacy check opposed by the target's own Diplomacy check or Will save, you can impose a -4 penalty on the target's Listen, Sense Motive, and Spot checks so long as you continue speaking. You can affect a number of targets equal to 1 + your Cha bonus, if any, as long as they are all within 20 feet.

Trap of Words. If a creature attempts and fails to successfully to use a skill to maneuver the conversation to confuse, mislead, or trick him into letting slip a vital clue. After succeeding on your Sense Motive check, you can then engage the target in conversation for at least 1 minute. At the end of this time, make a Diplomacy check opposed by the target's Bluff check. If you succeed, the target inadvertently reveals his lie and the reasons behind it.

MELEE EVASION

Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows. You take careful stock of an opponent and slip away from his sword blow just as he commits to the attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: While fighting defensively, you can attempt to negate a single attack made by the target of your Dodge. If this opponent attacks you, use an immediate action to make a d20 roll modified by your highest base attack bonus. The result is used as your normal AC and touch AC against that single, specific attack from your opponent. You cannot use this feat if your Dexterity bonus to AC does not apply against your opponent's attack.

Special: A fighter can select Melee Evasion as one of his fighter bonus feats.

MELEE WEAPON MASTERY

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

OVERWHELMING ASSAULT

If you attack a foe who does nothing to turn aside your attack, you press forward with an indomitable strike. Only a fool ignores the deadly threat you present.

Prerequisite: Base attack bonus +15.

Benefit: As a free action, designate one specific foe as the target of this feat. If this foe begins his turn adjacent to you and does not attack you, target you with a spell or use a special ability against you, you gain a +4 bonus on melee attack rolls against him on your next turn.

PENETRATING SHOT

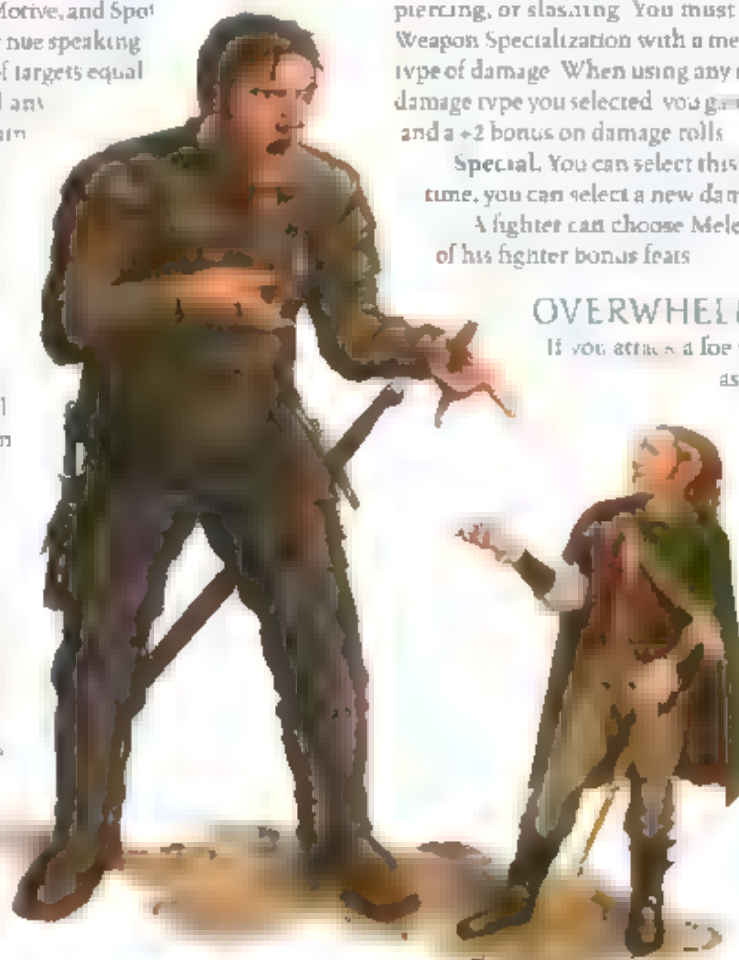
You send a powerful shot cleaving through your enemies.

Prerequisites: Str 15, Point-Blank Shot, base attack bonus +1.

Benefit: When you make a ranged attack with a projectile weapon, such as a bow, crossbow, or sling, you can instead choose to unleash a single, mighty attack that blasts through multiple opponents. This attack requires a standard action, and your shot takes the form of a 60-foot line. Make a separate attack roll against each creature on the line. If struck, creatures along this line take damage from your shot, though any extra damage (such as from a sneak attack or a flaming weapon) is applied only against the first

creature struck.

Special: A fighter can select Penetrating Shot as one of his fighter bonus feats.



Master Mauler
to catch a

RANGED WEAPON MASTERY

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage. In addition, you increase its range increment by 20 feet.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Ranged Weapon Mastery as one of his fighter bonus feats.

RAPID BLITZ

You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.

Prerequisites: Dex 13, Bounding Assault, Dodge Mobility, Spring Attack, base attack bonus +18

Benefit: You can designate a third target for your Spring Attack feat. In addition to the second attack you gain from your Bounding Assault feat, you can make a third attack with a -10 penalty.

ROBILAR'S GAMBIT

By offering Robilar's Gambit, you absorb damage to place yourself in an advantageous position. This dangerous sacrifice is not for the unfit or the unwise, for one failed retaliatory strike can undo the advantage gained. Lord Robilar, a rash and impetuous fighter, gained fame using this technique against his enemies.

Prerequisites: Combat Reflexes, base attack bonus +12

Benefit: At the start of your action, you can adopt a fighting stance that exposes you to harm but allows you to take advantage of your opponents' exposed defenses as they reach in to attack you. Anyone who strikes at you gains a +4 bonus on attack rolls and damage rolls against you. In return, they provoke attacks of opportunity from you each time they swing. Resolve your attack of opportunity after your foe's attack.

Normal: Opponents do not provoke attacks of opportunity by attacking. Further, when an opponent provokes an attack of opportunity, you resolve your attack before he completes the action that provoked the attack of opportunity.

Special: A fighter can select Robilar's Gambit as one of his fighter bonus feats.

SHIELD SLING

You can hurl your shield as a deadly missile, turning it from a defensive item to a crushing, thrown weapon.

Prerequisites: Proficiency with shields, Improved Shield Bash, Shield Specialization, base attack bonus +9

Benefit: You can wield your light shield or heavy shield as a thrown weapon with a range increment of 20 feet. The shield deals damage as normal for its size (see Table 7-5, Page 16), and you gain your Strength bonus on damage as normal for a thrown weapon. In addition, you can make a ranged touch attack to initiate a trip attempt. Your target resists the trip attempt as normal. You lose your size bonus (though not a size penalty) on your Strength check. If your foe's check succeeds, he cannot attempt to trip you.

You cannot throw a tower shield. You can throw a buckler, but it does no damage, and you cannot use it to trip an opponent.

Special: A fighter can select Shield Sling as one of his fighter bonus feats.

SHIELD SPECIALIZATION

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

SHIELD WARD

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization

Benefit: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

SHORT HAFT

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

Prerequisites: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

SLASHING FLURRY

You swing your weapon with uncanny speed, slicing apart a foe in the blink of an eye.

Prerequisites: Proficiency with selected slashing weapon, Weapon Focus with selected slashing weapon, Weapon Mastery (slashing), Weapon Specialization with selected slashing weapon, base attack bonus +14

Benefit: When you use a standard action to attack with any slashing weapon, you can choose to make a second attack with that weapon. You take a -5 penalty on the first attack and a -10 penalty on the second.

When you use a full attack action with any slashing weapon, you gain one additional attack at your highest base attack bonus. That attack and all other attacks you make in the current round take a -5 penalty.

STALWART DEFENSE

You excel at aiding your allies in battle. When an opponent attempts to strike one of them, you make a quick, distracting motion to ruin the foe's efforts.

Prerequisites: Combat Reflexes, Hinderling Opportunist, base attack bonus +9

Benefit: When an opponent you threaten attempts a melee attack against one of your allies, you can give up one of your attacks of opportunity to attempt an aid another action. You target the attacking opponent with the aid another. The target of your foe's attack gains the benefit of your action in the form of a +2 bonus to AC against the attempted attack. You cannot use this feat against the same opponent more than once per round.

SPECTRAL SKIRMISHER

You have trained extensively in the use of magic that renders you invisible. In combat, you use this experience to vex your opponents and increase your survivability.

Prerequisite: Base attack bonus +6

Benefit: While you are invisible, you gain additional benefits. Creatures unable to see you due to invisibility take a -5 penalty on all Listen checks to detect you. A creature using a melee attack against the square you occupy provokes an attack of opportunity from you. You must choose to make this attack before checking to see if the creature finds you. If you attack and hit, the creature automatically finds you in your square. See page 152 of the *Player's Handbook* and page 295 of the *Dungeon Master's Guide* for the effects of invisibility on combat.

Special: A fighter can select Spectral Skirmisher as one of his fighter bonus feats.

STEADFAST DETERMINATION

Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower, you use your raw toughness to survive.

Prerequisites: Endurance

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves.

You do not automatically fail Fortitude saves on a roll of natural 1.

TELLING BLOW

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

Prerequisite: Skirmish or sneak attack ability

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

TROPHY COLLECTOR

A belt of minotaur fur, a hood of cloaker wingskin, and an amulet fashioned from a petrified dragon's eye—these are the intimidating symbols of your trade. You are skilled in preserving portions of defeated enemies and turning them into trophies. The memory of your past accomplishments drives you onward, instilling in you the confidence needed to face still greater foes.

Prerequisite: Craft (taxidermy) 6 ranks

Benefit: When you defeat a foe in combat, you can preserve a part of its body and create a trophy that you can wear or brandish. In order to be worthy of your efforts, the opponent must have a CR greater than your current level.

A trophy has a value equal to the defeated creature's CR × 100 gp. You must spend time using the Craft (taxidermy) skill to create the trophy as normal. Once you create a trophy, you can sell it for its market price or wear it. When you create a trophy, you must design it to occupy space on your body as one of these kinds of magic items: amulet, belt, boots, or cloak. You cannot gain the benefit of both a magic item and a trophy if both occupy the same space on your body. In such

SPELL-LINKED FAMILIAR

You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.

Prerequisites: Arcane caster level 9th, familiar

Benefit: Your familiar can cast spells that you grant to it. A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

The maximum number of spells of a certain level that you can grant to your familiar is given on the table below. For example, as a 16th-level arcane caster, you can grant your familiar as many as three 0-level spells, two 1st-level spells, and one 2nd-level spell.

Caster Level	Spell Level		
	0	1st	2nd
9th–11th	1	—	—
12th–14th	2	1	—
15th–17th	3	2	1
18th–20th	4	3	2

The familiar uses 1/2 your caster level as its caster level. It cannot cast spells that have a gp or XP cost, or that require a focus. A familiar does not need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

These trophies are awarded as if they were normal and their effects do not stack.

When creating a trophy, you must select a trophy from the trophy list on the trophy list. As the trophy is placed on the trophy list, you must select the trophy that you want to use. You take a trophy from which you crafted the trophy. You take a trophy from which you crafted the trophy. You take a trophy from which you crafted the trophy.

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for each trophy you wear



TWO-WEAPON POUNCE

When you charge an opponent and make a successful attack with two weapons, you can make a quick attack with one of the weapons. This feat grants you a bonus to the charge for the opportunity attack.

Prerequisites: Dex 5, Two-Weapon Fighting, attack bonus +1.

Benefit: When you are making a charge and you make a successful attack with one of the weapons, you can make a quick attack with the other weapon. This feat grants you a bonus to the charge for the opportunity attack.

Normal: When making a charge, you can make a quick attack at the end of your movement.

Special: A fighter can select Two-Weapon Pounce as long as he has a base attack bonus of +1 and is wearing no armor.

TUMBLING FEINT

When you move near an opponent, you can make the heuvers leave him confused and unable to properly defend himself.

Prerequisites: Bluff + ranks, Tumble + ranks.

Benefit: As a standard action, you can make a Bluff check against a single opponent as a feint. If you succeed, the opponent is confused and unable to properly defend himself. You gain a +5 bonus to your attack bonus for the next round. You can use this benefit on or before your next turn.

For example, if you are a rogue and you are in a combat with an ogre. The ogre is a large, muscular, red-skinned creature with a long, sharp tail. You are a small, agile, and cunning creature. You can use the Tumbling Feint feat to make a Bluff check against the ogre. If you succeed, the ogre is confused and unable to properly defend himself. You gain a +5 bonus to your attack bonus for the next round. You can use this benefit on or before your next turn.

TWO-WEAPON FEND

You can use two weapons in a combat style that allows you to make a quick attack with one of the weapons.

Prerequisites: Dex 5, Two-Weapon Fighting, base attack bonus +1.

Benefit: If you are using two weapons in a combat style that allows you to make a quick attack with one of the weapons, you can make a quick attack with the other weapon. This feat grants you a bonus to the charge for the opportunity attack.

Special: A fighter can select Two-Weapon Fend as long as he has a base attack bonus of +1 and is wearing no armor.

VATIC GAZE

Your arcane studies have brought forth your nascent talent to sense magical auras and the power that others are capable of wielding.

Prerequisite: Arcane caster level 9th

Benefit: You can use *detect magic* at will.

Also, as a swift action, you can attempt to determine an opponent's spellcasting ability. You make a Sense Motive check (DC 5 + target's caster level). If this check succeeds, you learn the highest-level spells the target is capable of casting. This benefit grants you no insight into spell-like or supernatural abilities.

VERSATILE UNARMED STRIKE

You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

Prerequisite: Improved Unarmed Strike

Benefit: As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage. Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

Special: A fighter can select Versatile Unarmed Strike as one of his fighter bonus feats.

VEXING FLANKER

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisite: Combat Reflexes

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

WANDERER'S DIPLOMACY

Many halflings journey far and wide across the world, spending no more than a few months in one place. You have spent time among the halflings, or you are a halfling yourself. Your exposure to that race's nomadic way of life has taught you several useful methods of dealing with strangers.

Prerequisites: Halfling or 4 ranks in Bluff, Diplomacy, and Sense Motive.

Benefit: You excel in using your words and wit to make your way in the world. This feat grants you three separate abilities.

Conny Merchant: You can make a Diplomacy check to track down an item that is normally too expensive to be purchased in the town or settlement where you are currently located. The DC of this check is 10 + (the item's gp cost minus the community's gp limit, divided by 1,000). If this check succeeds, you learn of a merchant who can supply the item to you. You must still purchase it as normal.

Intuitive Communication: When you are faced with a creature whose language you do not understand, you can attempt to communicate with it by making a successful Sense Motive check. This check requires that you spend at least minute listening to the creature and watching its gestures

and demeanor. The check's base DC is 20. If the creature is not the same type as you, the DC is 30.

With a successful check, you learn the basic gist of the creature's speech. This ability gives you no special talent to speak the creature's tongue.

Social Agility: You can temporarily alter a creature's attitude toward you. You can use Bluff against an unfriendly or less hostile creature in the same way you use Diplomacy. Using Bluff in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

WATER SPLITTING STONE

You channel your ki energy to splinter the defenses of creatures whose tough hides or magical natures normally allow them to shrug off your blows.

Prerequisite: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +9.

Benefit: You gain a +4 bonus on damage rolls when you make an unarmed strike against an opponent whose damage reduction is effective against your unarmed strikes. This feat's benefit does not apply against a target if its damage reduction does not apply to your attacks. For example, a monk with ki strike: adamantine does not gain the bonus on damage rolls against a foe with damage reduction that affects attacks with adamantine weapons.

Special: A fighter can select Water Splitting Stone as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Water Splitting Stone as long as she has a base attack bonus +9; other prerequisites can be ignored.

WEAPON SUPREMACY

You are a grandmaster in the use of your chosen weapon. When you hold it in your hands, no foe can stand against you.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Greater Weapon Specialization with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Weapon Mastery with damage type of selected weapon, fighter level 18th.

Benefit: When fighting with the weapon that you choose for this feat, you gain a number of additional advantages.

You gain a +4 bonus on all checks made to resist being disarmed.

You can wield your weapon against a foe who grapples you without penalty and without first making a grapple check. In this situation, you can take a standard action or a full attack action as normal.

When you take a full attack action, you can apply a +5 bonus to any single attack after your first strike.

Once per round before making an attack roll, you can instead choose to treat your d20 result as a 10.

You gain a +1 bonus to AC.

Special: You can choose this feat only once, for a single specific kind of weapon. The dedication and focus it requires makes it impossible to gain this feat for more than one weapon.

CEREMONY FEATS

A ceremony feat grants you the knowledge and training needed to complete several specific ceremonies. Each feat uses the Knowledge (religion) skill to gauge the depth of your study. As you gain more ranks in that skill, the ceremony feat available through the feat increases.

A creature can benefit from one ceremony feat at a time. If you attempt a second ceremony feat on the same creature, the first ceremony feat's benefits immediately end and the second ceremony feat applies.

Each ceremony feat has a cost in time and resources. The ceremony feat consumes the materials needed for it when it ends, not when the benefit ends. If the ceremony is disrupted, such as if an opponent attacks before you finish, the material components are not lost.

The two feats described below are ceremony feats. Their prerequisites and benefits are summarized on Table 3-2.

RITUAL BLESSING

You call upon the powers of goodness and light to bless your allies. If your religious studies are advanced enough, the rituals you learn allow you to ward against illness or poison, enhance your healing abilities, and protect against evil.

Prerequisites: Good alignment, Knowledge (religion) 4 ranks.

Benefit: You gain access to rituals based on your ranks in Knowledge (religion).

Anoint Knowledge (religion) 4 ranks: You speak a blessing over the recipient of this ritual and anoint him with holy water and say a short prayer for him. When you cast a cure spell on the recipient, he heals an extra 2 points of damage.

Performing this ritual requires 5 minutes of incantation and a vial of holy water. Its effects last for 24 hours.

Cleanse Knowledge (religion) 8 ranks: You sprinkle holy water over the recipient of this ritual and speak a prayer to his health and vigor. The target gains a +2 bonus on saves against disease and poison.

Performing this ritual requires 10 minutes of incantation and a vial of holy water. Its effects last for 24 hours.

Ward Knowledge (religion) 13 ranks: You use a special combination of powdered silver and holy water to create a mystical ward that offers protection against demons and devils. The recipient of this ritual gains a +1 bonus on saves against spells and special attacks used by evil outsiders.

Performing this ritual requires 30 minutes of work, a vial of holy water, and powdered silver worth 30 gp. Its effects last for 24 hours.

RITUAL BLOOD BONDS

You invest your allies with the mighty power of your totem god, or similar divine entity. These rituals allow you to forge bonds between warriors that stand the test of combat.

Prerequisites: Orc or half-orc, Knowledge (religion) 4 ranks.

Benefit: You gain access to rituals based on your total ranks in Knowledge (religion).

Blood Brothers Knowledge (religion) 4 ranks: You gather up to six of your allies together in a circle. Each member of this

circle pledges allegiance to the others, cuts himself, and bleeds into a bowl containing holy water or unholy water, as appropriate to your alignment. You then sprinkle this mixture on yourself and the members of the circle. You and everyone else who participated in this ritual gains a +4 morale bonus on Will saves against fear as long as each individual can see one other ally who took part in this ritual.

This ritual requires 10 minutes of incantation and a vial of holy water or unholy water. Its effect lasts for 24 hours.

Vengeful Bonds of Brotherhood Knowledge (religion) 8 ranks: You create a close, mystical bond between you and your allies. Up to six individuals can participate with you in this ritual. Each participant cuts his hand. Everyone in the ritual then clasps hands in a circle while you stand in the middle. You speak a prayer while sprinkling holy or unholy water on each participant. This ritual grants a benefit to its participants (including you, when an ally falls in battle. If an individual who participated in this ritual sees another participant drop to 0 or fewer hit points due to an opponent's actions, he gains a +2 morale bonus on attack rolls against the foe who dropped his ally. The benefit lasts for 1 minute every time it is triggered. You can gain this bonus against multiple foes during the duration of the effect.

This ritual requires 10 minutes of incantation, a vial of holy water or unholy water, and silver dust worth 10 gp. The ritual's benefit lasts for 24 hours.

COMBAT FORM FEATS

While most warriors draw on their strength, agility, and toughness in battle, a few learn to tap into the true potential of their minds. Somewhat like a monk, such a warrior supplements his physical practice with rigorous mental training to hone his fighting abilities. His mind and body become one as he fights, allowing him to achieve unparalleled levels of combat mastery. Being in this state of perfect mental and physical harmony is known as maintaining a combat focus. Taking the feat called Combat Focus is how a character learns to achieve this state. All other combat form feats have Combat Focus as a prerequisite. The task of maintaining a combat focus is both difficult and draining. Thus, a warrior cannot remain in this state for long. While he does, however, he can use any combat form feat he possesses.

The six feats described below are combat form feats. Their prerequisites and benefits are summarized on Table 3-3.

COMBAT AWARENESS

When you maintain your combat focus, you have an uncanny ability to sense the ebb and flow of your opponents' vitality. As you attain greater mastery of this fighting style, you learn to sense a foe's presence even with your eyes closed.

Prerequisites: Wis 13, Blind-Fight, Combat Focus, base attack bonus +12.

Benefit: While maintaining your combat focus, you learn the current hit point total of each adjacent opponent and a 1-

TABLE 3-2. CEREMONY FEATS

Feat	Prerequisites	Benefit
Ritual Blessing	Good alignment, Knowledge (religion) 4 ranks	Gain warding rituals
Ritual Blood Bonds	Orc or half orc Knowledge (religion) 4 ranks	Gain toughening rituals

TABLE 3-3. COMBAT FORM FEATS

Feat	Prerequisites	Benefit
Combat Focus	Wis 13	Enter meditative state to gain +2 bonus on Wis saves +4 against bull rush, disarm, grapple, overrun, and trip
Combat Stability	Wis 13, Combat Focus base attack bonus +3	
Combat Defense	Dex 13, Wis 13, Combat Focus, Dodge, base attack bonus +6	Change target of Dodge feat as immediate action
Combat Vigor	Wis 13, Combat Focus base attack bonus +9	While in focus, gain fast healing 2
Combat Awareness	Wis 13, Blind-Fight, Combat Focus, base attack bonus +12	Learn hit point totals of all adjacent creatures
Combat Strike	Wis 13, Combat Focus any two other combat form feats base attack bonus +15	Expend combat focus to gain bonus on attacks and damage

If you have three or more combat form feats, you gain blindsight out to 5 feet.

Special: A fighter can select Combat Awareness as one of his fighter bonus feats.

COMBAT DEFENSE

The state of keen focus and mental discipline you attain in combat allows you to shift the focus of your defense from one opponent to another with careful, precise maneuvers.

Prerequisites: Dex 13, Wis 13, Combat Focus, Dodge, base attack bonus +6.

Benefit: While you maintain your combat focus, you can change the target of your Dodge feat to a new opponent as an immediate action.

If you have three or more combat form feats, you gain an additional +1 dodge bonus to AC against the target of your Dodge feat.

Normal: Designating or changing the target of your Dodge feat can only be done on your turn as a free action.

Special: A fighter can select Combat Defense as one of his fighter bonus feats.

COMBAT FOCUS

The way of the warrior requires more than simple, brute strength. Some warriors bring their minds to such keen focus during the heat of battle that they can attain superhuman levels of endurance, perception, and mental toughness. Through intense mental exercise and training, you can enter a state of perfect martial clarity.

Prerequisite: Wis 13.

Benefit: In battle, you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle. Fear and pain ebb away as you focus solely on defeating your enemy. The first time you make a successful attack during an encounter, you gain your combat focus. In this state, your mind and body become one, allowing you to overcome mundane physical limits. You can maintain your combat focus for 10 rounds after entering it, +1 additional round per combat form feat you

possess aside from this one. You can only gain your combat focus once per encounter.

While you are maintaining your combat focus, you gain a +2 bonus on Wis saves. If you have three or more combat form feats, this bonus increases to +4.

Special: A fighter can select Combat Focus as one of his fighter bonus feats.

COMBAT STABILITY

When you maintain your combat focus, you become difficult to dislodge. Your muscles lock into an unyielding position, granting you superior ability to resist trip attacks, bull rushes, disarms, and similar effects.

Prerequisite: Wis 13, Combat Focus, base attack bonus +3.

Benefit: You gain a +4 bonus on checks or rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

If you have three or more combat form feats, the bonus granted by this feat increases to +8.

Special: A fighter can select Combat Stability as one of his fighter bonus feats.

COMBAT STRIKE

Your intense, focused state allows you to see the one critical moment in a battle when you hang suspended between victory and defeat. By pouring the energy required to maintain your focus into your assault, you batter through your foe's defenses.

Prerequisites: Wis 13, Combat Focus, any two other combat form feats, base attack bonus +15.

Benefit: If you choose to end your combat focus as a swift action, you gain a bonus on attack rolls and damage rolls equal to your total number of combat form feats for the rest of your current turn. You immediately lose all benefits of combat form feats that affect you only while you are maintaining your combat focus.

Special: A fighter can select Combat Strike as one of his fighter bonus feats.

COMBAT VIGOR

When you maintain your combat focus, you will find your strength and relentless drive allow you to overcome your body's strains. Minor wounds heal in a matter of seconds, and you quickly recover from even a grievous blow.

Prerequisites: Wis 13, Combat

Benefit: What do you gain? What focus, you gain fast healing?

locus ends.

... have three or more combat form

Special. A fighter — 104.1 — 14.7, 100

DIVINE FEATS

[illegible]

divine feat is not expected from what is called a would directly cause damage to a target. Through a hard battle, the great heroes of the past, the perfect sites and benefits are sum-
various, the noblest

DIVINE ARMOR

Y'all are upon everybody's pedestal, and we are
 needin' a little help in dis line power that wards off your
 cap'n's stapes.

Prerequisites: 1. One master level 4th ability to turn on
turn on 100% of

Benefit: As a swift action, you can expend a turn or rebuke of your next turn.

DIVINE FORTUNE

With a quick prayer you can find the energy to be pre-

Prerequisites: ϵ -subadditivity and μ -finiteness of ν .

Benefit A is an immediate penalty for a failed throw or rebuke/undo attempt to gain a +4 bonus on your next saving throw. If this benefit is not used immediately

DIVINE JUSTICE

[redacted] [redacted]
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[redacted] [redacted] [redacted] [redacted] [redacted]

b6
b7C

Prerequisite: A.C. 101 or 102

[illegible][illegible]

THE WATER

You create a channel of divine energy between yourself and
 a spirit. This energy exists in the air, and flows from
 him from greater than normal density.

Prerequisites: MATH 141, MATH 142, and MATH 143.

Benefit Once every 24 hours, you can spend 10 minutes

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TABLE 3—4: DIVINE FEATS

Feat	Prerequisites	Benefit
Divine Armor	Divine caster level 5th ability to turn or rebuke undead	Expend turn/rebuke attempt to gain DR 5/
Divine Fortune	Divine caster level 5th ability to turn or rebuke undead	Expend turn/rebuke attempt for +4 bonus on next save
Divine Justice	Ability to turn or rebuke undead	Expend turn/rebuke attempt: choose foe, deal your damage or his
Divine Ward	Ability to turn or rebuke undead	Increase range of spells from touch to short for any
Profane Aura	Divine caster level 9th ability to rebuke undead	Create mist that grants concealment, +2 AC for undead
Sacred Healing	Ability to turn undead	Expend turn attempt for bonus on healing attempts
Sacred Purification	Sacred Healing, ability to turn undead	Expend turn attempt to heal living and harm undead
Sacred Radiance	Divine caster level 9th ability to turn undead	Expend turn attempt to create radius of light that soothes all es, hampers undead

For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels). If you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend a turn or rebuke undead attempt to create each ward beyond the first.

PROFANE AURA

You call upon the dark powers you worship to fill the area around you with a dreadful mist that obscures sight.

Prerequisites: Divine caster level 9th, ability to rebuke undead.

Benefit: As a standard action, you can expend one of your rebuke undead attempts to fill the area around you with a cold, clammy mist. The mist extends out in a 60-foot-radius emanation centered on you and flows through the air as you move, keeping you at the center of its area. The mist provides concealment to creatures within the cloud. While in the mist, creatures (including you, 5 feet away from each other) have concealment, and creatures separated by more than 5 feet have total concealment from each other.

In addition, mindless undead creatures within the cloud gain a +2 deflection bonus to AC.

SACRED HEALING

You can channel divine energy to aid in your efforts to tend to a comrade's injuries, sickness, or other conditions.

Prerequisite: Ability to turn undead.

Benefit: As a swift action, you can expend a turn undead attempt to augment your ability to tend to the wounds of others. You gain a +5 bonus on Heal checks and a +2 bonus per die on the damage healed by any conjuration, healing, spells you cast. This benefit lasts until the end of your current turn.

SACRED PURIFICATION

You serve as a conduit of divine energy, filling the area around you with power that aids the living and saps the undead.

Prerequisites: Sacred Healing, ability to turn undead.

Benefit: As a swift action, you can expend a turn undead attempt to create a pulse of divine energy. All living

creatures within 60 feet of you heal an amount of damage equal to 1d8 points + your Charisma bonus (if any). All undead creatures in this area take damage equal to 1d8 points + your Charisma bonus.

SACRED RADIANCE

You channel divine energy to fill the area around you with a soothing, gentle radiance.

Prerequisites: Divine caster level 9th, ability to turn undead.

Benefit: As a standard action, you can expend a turn undead attempt to bathe yourself in light. This light provides bright illumination in a 60-foot-radius emanation centered on you and an additional 60 feet of shadowy illumination beyond that area. The light moves as you move, keeping you at the center of its area. It temporarily negates areas of magical darkness created by spells of 3rd level or lower.

Any non-evil creature within 60 feet of you gains a +2 morale bonus on saves against fear, poison, disease, and death effects. Evil creatures take a -2 penalty on saves against fear effects.

This benefit lasts for 10 minutes.

HERITAGE FEATS

A heritage feat signifies a specific ancestry of your character. The heritage feats in this book allow your sorcerer to tap into the celestial or infernal source of his magical power to master new abilities. A sorcerer's draconic heritage source of power is covered in *Complete Arcane*. You and your DM are encouraged to come up with a background story explaining your character's heritage, though the exact source of this ancestral link isn't crucial to the feat's operation (and might remain a mystery to the character).

A character can select a heritage feat at any level. Choosing a heritage feat after 1st level signifies that the ancestral power of the character is only now manifesting itself. A character's first choice among these heritage feats must be either Celestial Sorcerer Heritage or Infernal Sorcerer Heritage, because all other heritage feats have one of these feats as a prerequisite.

While different sorts of heritage feats cannot normally be combined (see page 37 of the *Minor Handbook* supplement), a single sorcerer could possess draconic, infernal, and celestial



TABLE 3-5: HERITAGE FEATS

Feat	Prerequisites	Benefit
Celestial Sorcerer Heritage	Sorcerer level 1st	Gain bonus spell and a bonus on saves against electricity and petrification
Celestial Sorcerer Lance	Celestial Sorcerer Heritage, sorcerer level 1st	Expend spell slot to create energy bolt that harms evil creatures
Celestial Sorcerer Lore	Celestial Sorcerer Heritage, sorcerer level 1st	Expend spell slot to fly for short period of time
Celestial Sorcerer Resistance	Celestial Sorcerer Heritage, sorcerer level 1st	Add magic circle against evil, tongues, teleport, and list of spells known
Infernal Sorcerer Eyes	Infernal Sorcerer Heritage, sorcerer level 1st	Expend spell slot to see in darkness
Infernal Sorcerer Resistance	Infernal Sorcerer Heritage, sorcerer level 1st	Gain acid and fire resistance

Sorcerer heritage is the source of her power and the source of her destiny. As a sorcerer, you are a being of great power and great responsibility. You are a being of great power and great responsibility. You are a being of great power and great responsibility.

The nine feats described below are heritage feats. Their prerequisites are listed in the table above.

CELESTIAL SORCERER AURA

The power of your sorcerous heritage shines through a variety of magical effects.

Prerequisites: Sorcerer level 1st.



Benefit: As a standard action, you can expend a spell slot to create a magical aura that affects all creatures within 30 feet of you. This aura grants you a bonus on attack rolls, checks, and saves for 24 hours or until it is dispelled. This aura cannot be affected by it again for 24 hours. This is a supernatural ability.

CELESTIAL SORCERER HERITAGE

You gain access to abilities similar to those of an archon.

Prerequisite: Sorcerer level 1st.

Benefit: You gain a bonus on saves against electricity and petrification. You also gain a bonus on saves against fire and cold. You also gain a bonus on saves against acid and poison. You also gain a bonus on saves against disease and undead.

CELESTIAL SORCERER LANCE

You can cast a lightning bolt of pure energy.

Prerequisites: Celestial Sorcerer Heritage, sorcerer level 1st.

Benefit: As a standard action, you can expend a spell slot to create a lightning bolt of pure energy that deals 1d6 points of damage per spell slot spent. This damage is multiplied by your Cha modifier. This is a supernatural ability.

CELESTIAL SORCERER LORE

The power of your ancestry grants you access to a variety of new spells.

Prerequisites: Celestial Sorcerer Heritage, any two other sorcerer heritage feats, sorcerer level 1st.

Benefit: You add *magic circle against evil*, *tongues*, and *teleport* to your list of spells known. You gain these spells when you reach the appropriate level. These spells are

In addition to the spells you gain normally based on your sorcerer level.

CELESTIAL SORCERER WINGS

You channel your inborn magical abilities to spawn a pair of spectral, magical wings that glow with majestic power.

Prerequisites: Celestial Sorcerer Heritage, sorcerer level 1st.

Benefit: You can expend a spell slot as a standard action to gain the ability to fly. You fly at a speed equal to twice your base land speed with good maneuverability. This benefit lasts for 1 round per level of the spell slot used to activate it. This is a supernatural ability.

INFERNAL SORCERER EYES

Your eyes glow with infernal fire, allowing you to see through magical darkness.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: As a swift action, you can expend a spell slot to cause your eyes to emit a spectral red glow. You gain the ability to see perfectly in darkness of any kind, out to the limit of your line of sight. You ignore the concealment provided by darkness spells and effects. This benefit lasts for 10 minutes per level of the spell slot used to activate it.

INFERNAL SORCERER HERITAGE

Your innate magic derives from infernal ancestors. Your blood is thick with their power, allowing you to exhibit a variety of abilities.

Prerequisite: Sorcerer level 1st.

Benefit: You gain a bonus on saves against fire and poison equal to the number of infernal sorcerer heritage feats you possess. When you use a conjuration (summoning) spell to summon an evil outsider, you gain a +2 bonus to your caster level.

INFERNAL SORCERER HOWL

You channel the fury of your infernal ancestors into a thunderous roar that blasts your enemies with sonic power.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fortitude save (DC 10 + the level of the spell slot expended + your Cha modifier) for half damage. This is a supernatural ability.

INFERNAL SORCERER RESISTANCE

You are as tough and resilient as an infernal monster, allowing you to shrug off acid and cold damage.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: You gain resistance to acid and resistance to cold equal to the total number of infernal sorcerer heritage feats you have.

METAMAGIC FEATS

Metamagic feats allow spellcasters to modify the way a spell is cast or the effect a spell has after it is successfully cast. Full information about metamagic feats appears on page 88 of the *Player's Handbook*.

The five feats described below are new metamagic feats. Their prerequisites and benefits are summarized on Table 3.

BLISTERING SPELL

Your fire spells sear the flesh from your enemies' bones, leaving them wracked with pain.

Benefit: This metamagic feat can be applied only to a spell that has the fire descriptor. A blistering spell deals an extra 2 points of fire damage per level of the spell. In addition to the spell's normal effect, any creature that fails its save against a blistering spell takes a -2 penalty on attack rolls and checks until the beginning of your next turn. A blistering spell uses up a spell slot one level higher than the spell's actual level.

EARTHBOUND SPELL

You bind a spell into the rock and soil, leaving it there until an opponent stumbles across it. At that time, the spell releases its energy.

Benefit: When you cast an earthbound spell, you place it within a square adjacent to you. You must specify all effects, options, and other relevant variables when you cast the spell. The next creature to enter the warded square triggers the spell. If the spell affects an area, that square is the center of the area or the point at which the area begins. For a cone, line, or similar area, you must designate the direction in which the cone or line extends. An earthbound spell that does not affect an area targets the creature that triggered it. You cannot apply the Earthbound Spell metamagic feat to a spell with a range of personal.

An earthbound spell remains in place for 1 hour or until it is triggered. A Search check (DC 25 + the spell's level) reveals its presence, as does detect magic and similar abilities. A character with trapfinding can make a Disable Device check (DC 25 + the spell's level) to remove an earthbound spell (as if it is a magic trap). A dispel magic effect can also remove an earthbound spell, thus preventing it from functioning.

An earthbound spell uses up a spell slot two levels higher than the spell's actual level.

FLASH FROST SPELL

Your spells that use cold and ice to damage your foes leave behind a thin layer of slippery frost.

Benefit: This metamagic feat can be applied only to spells that have the cold descriptor and that affect an area. A flash frost spell deals an extra 2 points of cold damage per level of the spell to all targets in the area. When you cast such a spell, the area of the spell is covered with a slippery layer of ice for 1 round. Anyone attempting to move through this icy area must make a DC 10 Balance check or fall prone. A creature that runs or charges through the area must make a DC 20 Balance check to avoid falling. A flash frost spell uses up a spell slot one level higher than the spell's actual level.

IMBUED SUMMONING

Your summoning spells gain an element of surprise. You can summon creatures that come into existence with the benefit of a spell such as invisibility or bull's strength.

Prerequisites: Augment Summoning, Spell Focus (conjunction)

Benefit: When you cast a spell from the summoning subschool, you can choose to grant the summoned creature the benefit of any spell, of 3rd level or lower you can cast that has a range of touch. You cast the spell you wish to grant the creature (using a prepared spell or a spell slot) at the same time you cast your summoning spell. The creature gains the benefit of the spell when it appears.

An imbued summoning spell uses up a spell slot one level higher than the spell's actual level.

SMITING SPELL

You can channel the energy of a touch spell into a weapon, causing the spell to discharge when you strike an opponent.

Prerequisites: Base attack bonus +1, caster level 51

Benefit: You can alter a spell with a range of touch to transfer its energy from your hand to a weapon that you hold. The next time you strike an opponent with that weapon, the spell discharges. The target takes the normal damage and effects of a successful attack in addition to the spell's effect. Once you place a spell into a weapon, you must discharge it within 1 minute, or its energy dissipates harmlessly.

You can place a smiting spell on a piece of ammunition or a projectile, such as a sling bullet, an arrow, or a crossbow bolt. In such a case, the spell dissipates if the attack misses. The spell cannot be placed on a bow, crossbow, sling, or similar weapon that uses ammunition.

A smiting spell uses up a spell slot one level higher than the spell's actual level.

TABLE 3-6: METAMAGIC FEATS

Feat	Prerequisites	Benefit
Blistering Spell		Fire spells cause +2 penalty for 1 turn on faced save
Earthbound Spell		Cast spell into ground as a trap
Flash Frost Spell		Cold spells coat area of effect with slippery ice
Imbued Summoning	Augment Summoning	Summoned creature arrives with beneficial spell
Smiting Spell	Spell Focus (conjunction), Base attack bonus +1, caster level 51	Place touch spell in weapon

TABLE 3-7: TACTICAL FEATS

Feat	Prerequisites	Benefit
Blood-Spiked Charger	Str 13, proficiency with armor spikes and shield spikes, Power Attack, Weapon Focus (armor spikes), Weapon Focus (shield spikes), base attack bonus +6	Gain armor and shield spike maneuvers
Combat Cloak Expert	Dex 15, Int 13, Combat Expertise, Dodge, base attack bonus +6	Gain cloak maneuvers
Combat Panache	Buff 8 ranks, Intimidate 8 ranks, Perform 8 ranks	Gain charismatic combat maneuvers
Einhander	Tumble 6 ranks, base attack bonus +6	Gain one-handed weapon combat maneuvers
Mad Alchemist	Grenadier, Craft (alchemy) 6 ranks	Gain thrown item combat maneuvers
Shadow Striker	Hide 12 ranks, Move Silently 12 ranks	Gain stealthy combat maneuvers

TACTICAL FEATS

Tactical feats allow characters to perform a number of powerful maneuvers.

If you are playing a character who has one or more tactical feats, you are responsible for keeping track of the actions needed to set up the feat's maneuver. It's also a good idea to briefly mention to the DM that you're working toward a tactical maneuver—a remark along the lines of "I'm using my spiked rebuke maneuver this round. I'll let you know if I gain my attack bonus against any opponents who attack and miss me" is appropriate.

Some descriptions of tactical feats refer to the first round, second round, and so on. These terms are related to the timing of the maneuver, not the encounter as a whole. For instance, if you have the Combat Cloak Expert feat, you don't have to move adjacent to an opponent in the first round of combat to utilize the cloaked strike maneuver during that combat. Any round when you move adjacent to an opponent for the purpose of utilizing this maneuver is considered the first round of the maneuver.

The six feats described below are tactical feats. Their prerequisites and benefits are summarized on Table 3-7.

BLOOD-SPIKED CHARGER

You throw yourself into the fray, using your spiked armor and spiked shield to tear your opponents to pieces.

Prerequisites: Str 13, proficiency with spiked armor and spiked shields, Power Attack, Weapon Focus (spiked armor), Weapon Focus (spiked shield), base attack bonus +6

Benefit: The Blood-Spiked Charger feat grants you access to three special tactical maneuvers.

Spiked Avalanche: When you are using the charge action while wearing spiked armor and carrying either a spiked shield or nothing in your hands, you throw yourself into the air, transforming yourself into a deadly, spiked projectile. A successful attack with either your spiked shield or your

spiked armor deals extra damage equal to twice your Strength bonus. You can attack with both your spiked armor and a spiked shield on this charge, each one benefiting from the Strength bonus, but you take the normal penalties for using two weapons.

Spiked Rebuke: When you are fighting defensively and carrying a spiked shield, you lash out at your foes with your shield in response to their attacks. Determine what your AC would be without your spiked shield and the AC bonus for fighting defensively. If an opponent's attack hits against this lower AC, but misses against your actual AC, the foe strikes your shield, allowing you to deflect his attack in such a way as to leave him vulnerable to your counter. On your next action, you gain a +2 bonus on attack rolls against your chosen foe with your spiked shield.

Spiked Slam: As a full-round action when you are wielding a spiked shield, you can opt to make only a single attack at your best base attack bonus. You brace yourself behind your spiked shield, drive yourself forward, and slam into your foe. You enter your foe's space, which provokes attacks of opportunity. In return, your attack deals extra damage equal to twice your Strength and an additional amount based on your size (see below). After making this attack, you stumble back into the square you occupied just before making this attack. Until the start of your next turn, you do not threaten any squares.

Size	Additional Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

Special: A fighter can select Blood Spiked Charger as one of his fighter bonus feats.

COMBAT CLOAK EXPERT

You are adept at turning your cloak into a vital part of your combat repertoire. By twirling it about you, sweeping it over enemies, and using it to conceal your weapon, you can catch an opponent by surprise.

Prerequisites: Dex 15, Int 13, Combat Expertise, Dodge, base attack bonus +6.

Benefit: The Combat Cloak Expert feat grants you access to three special tactical maneuvers. You must wear a cloak in order to utilize them.

Cloak Defense: While you are fighting defensively, you can use your cloak to confuse your foes. You hold it before your chest like a curtain, making it difficult for enemies to read your defensive moves. Your cloak grants you a +1 shield bonus to AC. If you use the total defense action, your cloak's shield bonus improves to +2. Shield bonuses do not stack, making it likely that this maneuver is a poor option if you already carry a shield.

Cloaked Strike: You can use your cloak to hide a light weapon. To utilize this maneuver, on the first round you must move adjacent to an opponent while you do not have

a weapon in either hand. On the second round, you make a Bluff check opposed by your foe's Sense Motive check as you use a move action to draw your weapon. If this check succeeds, your opponent loses either his Dexterity bonus to AC or his shield bonus to AC (your choice, until the end of your current turn).

Whirling Cloak: You can attempt to use your cloak to confuse your opponent. As a move action after successfully striking an opponent in melee, make a melee touch attack against that foe. If this attack hits, you whirl your cloak around him, temporarily ruining his defenses. Your opponent cannot make attacks of opportunity against a particular ally of your choice until the start of his next turn.

Special: A fighter can select Combat Cloak Expert as one of his fighter bonus feats.

COMBAT PANACHE

Your glowing personality and sharp performance abilities allow you to navigate the battlefield on sheer chutzpah alone. While others rely on swords and armor, you use your cutting wit and ability to manipulate others.

Prerequisites: Bluff 8 ranks, Intimidate 8 ranks, Perform 8 ranks.

Benefit: The Combat Panache feat grants you access to three special tactical maneuvers.

Fortunous Tumble: For a brief moment, you appear to let your guard down. As your foe swings at you, you slip out of the way, causing his attack to slam into one of his allies. By positioning yourself correctly and making yourself an appealing target, you dupe your foe into making a critical blunder.

To use this maneuver, you must be successfully attacked by a foe. On your next turn, you can take a move action to make a Bluff check opposed by his Sense Motive check. If you succeed on the check, you can take an immediate action at the start of your foe's next turn and designate a different target for your opponent's next melee attack (which must be a creature it threatens).

Play Dead: You crumple to the ground as if slain, luring your opponent into a false sense of security. As an immediate action after you are hit for at least 10 points of damage by a single attack, you can attempt to play dead. You drop prone and make a Bluff check opposed by your attacker's (or any other relevant observers') Sense Motive check. If you succeed on this check, the observer assumes you are dead. If you subsequently rise and attack him in the same round, he loses any attack of opportunity he might have been entitled to against you, and he loses his Dexterity bonus to AC against the first attack that you make.

You can use this ability once per encounter. Standing up after playing dead does not provoke attacks of opportunity.

Smearing Glower: With just the right mix of your intimidating presence and your martial talents, you strike such fear into your target that he has difficulty fighting you effectively. On your next turn after you deal at least 1 point of damage to your opponent, you can make an Intimidate check against him as a move action. If you succeed on this check, your foe takes a penalty on his attack rolls against you equal to your Charisma bonus. You can gain this benefit again only once



foe at a time. It lasts for the duration of the encounter or until you switch targets. If you designate a new target for this ability (by attempting a new Intimidate check against a different creature), the previous target no longer takes the penalty on his attack rolls against you. Opponents that are immune to the effects of the Intimidate skill, such as mindless creatures and those with immunity to fear, are immune to this maneuver.

Special: A fighter can select Combat Parache as one of his fighter bonus feats.

EINHANDER

You excel at wielding a one-handed weapon while carrying nothing in your off hand.

Prerequisites: Tumble 6 ranks, base attack bonus

Benefit: If you are fighting with a one-handed weapon or a light weapon and carrying nothing in your off hand, the Einhander feat grants you access to three special tactical maneuvers.

Narrow Profile: You can tuck your arm behind your back and offer a narrow profile when you concentrate on defense rather than offense. You gain an additional +2 dodge bonus to AC when fighting defensively or using the total defense action.

Off-Hand Balance: You use your off hand to balance yourself while performing acrobatic maneuvers. After you successfully strike an opponent, you gain a +2 bonus on Tumble checks to avoid his attacks of opportunity until the start of your next turn. When you flip and roll out of harms way, you use one hand to keep your balance and your other hand to keep your weapon trained on your foe.

Off-Hand Swap: With a flourish, you flip your weapon into the air, catch it in your off hand, and continue to press the attack. When you use this maneuver, you must first take a full attack action to strike an opponent at least twice. On your next turn, you can make a special feint as a free action using Sleight of Hand rather than Bluff. Your opponent uses the standard rules for resisting a feint. Once you use this maneuver against a particular opponent, whether it succeeds or fails, you cannot use it against him again.

Special: A fighter can select Einhander as one of his fighter bonus feats.

MAD ALCHEMIST

You are an expert at using alchemical items. Through experimentation, research, and your careful study of the art of alchemy, you have learned to make the most of items such as alchemist's fire.

Prerequisites: Craft (alchemy) 6 ranks, Grenadier

Benefit: The Mad Alchemist feat grants you access to three special tactical maneuvers.

Distracting Blast: If you ready an action to throw a thunderstone at the square an opponent occupies, you can disrupt his actions. The sudden bang from the stone's detonation ruins

your foe's concentration, possibly spoiling his attack or his attempt to cast a spell. If the target of this blast was casting a spell when you threw the thunderstone, he must make a Concentration check opposed by your Craft (alchemy) check. If you succeed on this check, his spell is ruined. If the target was not casting a spell, he must make a Will save opposed by your Craft (alchemy) check or take a -2 penalty on attack rolls checks, and saves until the beginning of your next turn.

Fire Blast: To use this maneuver, you must first strike a creature with a container of lantern oil or alchemist's fire. On your next turn, you must strike the creature with a spell or weapon attack that deals fire damage. If you do so, the creature takes an extra 1d6 points of fire damage and catches on fire if it is not already in flames.

Tanglefoot Defense: By tearing open a tanglefoot bag and spreading its contents across an area, you can create a vexing barrier that hinders an opponent's approach. As a standard action, you can transform a single square of clear terrain into difficult terrain through the use of a tanglefoot bag. This effect persists for 10 minutes before the tanglefoot bag loses its potency.

SHADOW STRIKER

You melt into the shadows, hiding from your enemies until the time is right. Your cunning guile, and stealth allow you to pick the most opportune moment to strike.

Prerequisites: Hide 12 ranks, Move Silently 12 ranks

Benefit: The Shadow Striker feat grants you access to three special tactical maneuvers.

Fade Notice: If both you and an ally threaten an opponent, you can attempt to slip beneath your opponent's notice. On your turn, if you take no hostile actions, such as attacking, casting an offensive spell, and so forth, you can make a Hide check opposed by the threatened foe's Spot check. If you succeed on this check, your foe cannot attack you on his next turn as long as he threatens another active opponent. If you attack your foe for any reason before or during his next turn, you lose this maneuver's benefit.

Fade Away: To use this maneuver, you must first attack an opponent as a standard action, then move away and attempt a Hide check as part of your move action for the turn. If your attack hits, it creates a momentary diversion, granting you a +5 bonus on this Hide check.

Ghost Strike: You use an ally's distraction and your talent to move noiselessly and slip out of your opponent's field of vision for a single, crucial moment. To use this maneuver, both you and an ally must threaten a single foe. As a standard action, you make a Move Silently check opposed by your foe's Listen check. If you succeed on this check, you gain this maneuver's benefit. On the next round, your target loses his Dexterity bonus to AC against your first attack of the round so long as your ally still threatens him.

Special: A fighter can select Shadow Striker as one of his fighter bonus feats.



1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

1. $a^2 + b^2 = c^2$

[illegible][illegible][illegible]

[Faint handwritten notes, possibly bleed-through from the reverse side.]

- $\mu = \frac{1}{n} \sum_{i=1}^n x_i$
- $\sigma^2 = \frac{1}{n} \sum_{i=1}^n (x_i - \mu)^2$
- $\sigma = \sqrt{\sigma^2}$
- $\sigma = \sqrt{\frac{1}{n} \sum_{i=1}^n (x_i - \mu)^2}$
- $\sigma = \sqrt{\frac{1}{n} \sum_{i=1}^n x_i^2 - \mu^2}$

such as the sleep spell, though it uses the new forms base attack bonus, base save bonuses, and all other derived from Hit Dice.

- * The target retains the ability to understand the languages it understands in its normal form. If the new form is normally capable of speech, the target retains the ability to speak these languages as well. It can write in the languages it understands, but only if the new form is capable of writing in some manner (even a primitive manner, such as drawing in the dirt with a paw).

In all other ways, the target's normal game statistics are effectively replaced by those of the new form. The target loses all of the special abilities it has in its normal form, including its class features (even if the new form would normally be able to use these class features).

If the new form's size is different from the target's normal size, its new space must share as much of the original form's space as possible, squeezing into the available space (see PH 148) if necessary. If insufficient space exists for the new form, the spell fails.

Any gear worn or carried by the target melds into the new form and becomes nonfunctional. When the target reverts to its true form, any objects previously melded into the new form reappear in the same location on its body they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the target's feet.

The spellcaster can freely designate the new form's minor physical qualities (such as hair color and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under the spellcaster's control, but they must fall within the norms for the new form's kind. The target of a polymorph spell is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

If the target of a polymorph spell is slain or rendered unconscious, the spell ends. Any part of the body that is separated from the whole remains polymorphed until the effect ends.

Incorporeal or gaseous creatures are immune to polymorph spells, as are creatures of the plant type. A creature with the shapeshifter subtype (such as a lycanthrope or doppelganger) can revert to its natural form as a standard action.

Spells That Have Come Before

For the purpose of adjudicating effects that apply to polymorph spells, any spell whose effect is based on either *alter self* or *polymorph* should be considered to have the polymorph subschool. However, note that the spells' existing rules text takes priority over that of the subschool. *Alter self*, for instance, does not change the target's ability scores (unlike normal *polymorph* spells of the polymorph subschool).

ASSASSIN SPELLS

1st-Level Assassin Spell

Blade of Blood. Weapon deals +1d6 damage (or +3d6 if you take 5 points of damage).

2nd-Level Assassin Spell

Increase Virulence. Poisons DC increases by 2.

BARD SPELLS

1st-Level Bard Spells

Share Talents. Subjects gain +2 bonus on skill checks.

Slay the Hand. Change subject creature's attitude to helpful for 1 round.

2nd-Level Bard Spells

Blade Brothers. Use higher saving throw result between two creatures, but both suffer effects if the saves fail.

Celerity, Lesser. Take a move action immediately, but be dazed for a round.

Crown of Veils. Gain +2 to Disguise and Hide, discharge to gain +8.

Increase Virulence. Poisons DC increases by 2.

Insight of Good FortuneTM. Subject rolls twice, takes best result.

Master's Touch. Subject gains immediate +4 bonus on a skill check.

Ray of the Python. Creature can only attack once per round, cannot make attacks of opportunity, -10 ft. penalty to speed.

Stretch Weapon. Melee weapon gains 5 ft. of reach for one attack.

Vertigo. Subject creature must succeed on a DC 10 Balance check to move each round.

3rd-Level Bard Spells

Alter FortuneTM. Cause one creature to reroll, any die roll.

Halt. Subject's feet become stuck to ground.

Hesitate. Force subject to lose actions.

Phantom Battle. Illusion of battle flanks creatures and denies attacks of opportunity.

Sonic Shield. +4 deflection bonus to AC, 1d8 sonic damage and push back creatures that hit you in melee.

4th-Level Bard Spells

Baleful Blank. Subject has 50% chance of failure on attacks and spells.

Celerity. Take a standard action immediately, but be dazed for a round.

Healing Spirit. Ball of light heals 1d8/round.

Mirror Image, Greater. As mirror image, but gain an additional image each round.

Thunder Field. Creatures in area take 1d8 sonic damage/round, knocked prone.

5th-Level Bard Spells

Dance of Blades. A weapon attacks on its own.

Friend to Foe. Make subject creature believe its allies are its enemies.

Incite Riot. Subjects attack nearest creature.

Magic Convalescence. Spells cast nearby heal you 1 hp/spell level.

Renewed Vigor. Remove fatigue and +2 bonus to Constitution for 1 round/level.

BEGUILER SPELLS

1st-Level Beguiler Spells

Rouse Awakens creatures in area

Whelm Deal 1d6 nonlethal damage +1d6, 2 levels above 1st max 5d6

2nd-Level Beguiler Spells

Blinding Color Surge Blind subject for 1 round gain

Stay the Hand Change subject creature's attitude to helpful for 1 round

Vertigo Subject creature must succeed on a DC 10 Balance check to move each round

Whelming Blast 5-foot cone deals 1d6 nonlethal damage, 2 levels / max 5d6

3rd-Level Beguiler Spells

Crown of Veils Gain +2 to Disguise and Hide, discharge to gain +8

Halt Subject's feet become stuck to ground

Hesitate Force subject to lose actions

Inevitable Defeat Subject takes 3d6 nonlethal damage / round

Legion of Sentinels Ghostly swordsmen threaten a 10-foot radius, deal 1d8 damage +1 3 levels / max +5

Vertigo Field Creatures have 20% miss chance and possibly become nauseated

4th-Level Beguiler Spells

Mirror Image, Greater As mirror image, but gain an additional image each round

Phantom Battle Illusion of battle flanks creatures and denies attacks of opportunity

Whelm, Mass 1d6 nonlethal damage/level (max 10d6) to 1 creature/level

5th-Level Beguiler Spells

Etherealness, Swift Subject momentarily becomes ethereal

Friend to Foe Make subject creature believe its allies are enemies

Incite Riot Subjects attack nearest creature

6th-Level Beguiler Spell

Overwhelm Nonlethal damage knocks out subject

BLACKGUARD SPELLS

1st-Level Blackguard Spell

Blade of Blood Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage

2nd-Level Blackguard Spell

Increase Virulence Poison's DC increases by 2

CLERIC SPELLS

1st-Level Cleric Spells

Blade of Blood Weapon deals +1d6 damage or +3d6 if you take 5 points of damage

Invest Light Protection Heal 1d4 damage + 1 3 levels grant DR 1/evil

2nd-Level Cleric Spells

Animalistic Power Subject gains +2 bonus to Str, Dex and Con

Black Karma Curse Subject damages self with melee attack

Blade Brothers Use higher saving throw result between two creatures, but both suffer effects if the saves fail

Cloud of Knives Release one knife/round, 1d6 damage +1/3 levels / max +5

Insight of Good FortuneSM Subject rolls twice, takes best result

Mark of Judgment Creatures that attack subject heal 2 points of damage each successful hit

Master's Touch Subject gains immediate +4 bonus on a skill check

Share Talents Subjects gain +2 bonus on skill checks

Stay the Hand Change subject creature's attitude to helpful +1 round

Stretch Weapon Melee weapon gains 5 ft. of reach for one attack

3rd-Level Cleric Spells

Alter FortuneSM Cause one creature to reroll any die roll

Channeled Divine Shield Gain DR, amount based on casting time

Crown of the Grave Command undead, discharge to gain +4 on turn or rebuke

Crown of Might Gain +2 Strength, discharge to gain +8 bonus for 1 round

Crown of Protection +1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round

Crown of Smiting +2 damage bonus, discharge to gain +8 damage on single attack

Curse of Arrow Attraction Subject takes -5 penalty to AC against ranged attacks

Divine Retaliation Weapon appears and strikes those who attack you

Energy Aegis Subject gains resistance 20 against one energy type for one attack

Energy Vulnerability Subjects gain vulnerability to the specified energy

Hesitate Force subject to lose actions

Invest Moderate Protection Heal 3d+ damage + 1/2 levels grant DR 3/evil

Mark of Doom Subject takes 1d6 damage for each hostile action

4th-Level Cleric Spells

Blackness 1d6 damage/round to living creatures, grants undead turn resistance and fast healing

Blessing of the Righteous: Weapons deal +1d6 holy damage and become good-aligned

Channeled Divine Health: Heal a creature (amount and range based on casting time)

Healing Spirit: Ball of light heals 1d8/round

Mystic Aegis: You gain SR 12 + caster level against one spell

Stifle Spell: Subject must concentrate or botch spell

5th-Level Cleric Spells

Condemnation: Lowers subject outsider's SR and stuns for 1 round

Etherealness, Swift: Subject momentarily becomes ethereal

Invest Heavy Protection: Heal 5d4 damage + 1/2 levels grant DR 5/evil

Magic Convalescence: Spells cast nearby heal you 1 hp/spell level

Mana Flux: Magic in area has 20% failure chance

Meteoric Strike: Melee attack deals an extra 1d6 damage 1d6, 4 levels, adjacent creatures take half damage

Radiance: Creates daylight that dazzles undead

Renewed Vigor: Remove fatigue and +2 bonus to Constitution for 1 round/level

6th-Level Cleric Spells

Chasing PerfectionSM: Subject gains +4 to all abilities

7th-Level Cleric Spells

Animalistic Power, Mass: As *animalistic power*, but multiple subjects

Plague: One creature/level contracts quickly terminal disease

Pulse of Hate: Nearby enemies take 2d6 damage/round

Righteous BurstSM: Allies healed, enemies damaged 1d8 damage +1 level max +35

8th-Level Cleric Spells

Chain Dispel: Dispel multiple magical effects in multiple areas

Visions of the Future: +2 sacred bonus on saves, +1 bonus to AC, discharge spell to gain bonus equal to half caster level

9th-Level Cleric Spell

Summon Golem: Summon a clay, flesh, iron, or stone golem from a small amount of like material

DRUID SPELLS

2nd-Level Druid Spells

Animalistic Power: Subject gains +2 bonus to Str, Dex, and Con

Drifts of the Shalim: Create difficult terrain made of leaves or ash

Linked Perception: Allies gain +2 bonus/ally in spell area on Listen and Spot checks

3rd-Level Druid Spells

Alter FortuneSM: Cause one creature to reroll any die roll

Crown of Clarity: Listen and Spot discharge spell to gain +8

Evard's Menacing Tentacles: Grow two tentacles with 10-ft reach that deal 1d6 damage each

4th-Level Druid

Call of Stone: Slowly turn subject to stone

Healing Spirit: Ball of light heals 1d8/round

Meteoric Strike: Melee attack deals an extra 1d6 damage +1d6, 4 levels, adjacent creatures take half damage

Renewed Vigor: Remove fatigue and +2 bonus to Constitution for 1 round/level

5th-Level Druid Spells

Blood Creepers: Vines deal 1/2 level damage for multiple rounds and entangle one creature

Longstrider Mass: Allies within 60 ft. gain +10 ft. bonus to speed

Magic Convalescence: Spells cast nearby heal you 1 hp/spell level

Radiance: Creates daylight that dazzles undead

6th-Level Druid Spells

Bones of the Earth: Create pillars of stone

Chasing PerfectionSM: Subject gains +4 to all abilities

Thunder Field: Creatures in area take 1d8 sonic damage/round, knocked prone

7th-Level Druid Spells

Animalistic Power, Mass: As *animalistic power*, but multiple subjects

As the Frost: Transform into a creature of cold

Plague: One creature/level contracts quickly terminal disease

Wrack Earth: Deals 1d6 damage/level (max 15d6) to creatures in a line and creates a wall of rubble

DUSKBLADE SPELLS

1st-Level Duskblade Spells

Bigby's Tripping Hand: Hand trips subject

Blade of Blood: Weapon deals 1d6 damage, or +3d6 if you take 5 points of damage

Deflect, Lesser: Gain a deflection bonus of +1, 3 levels max +5 against one attack

Kelgore's Fire Bolt: 1d6 fire damage/level max 5d6, partially ignore SR

Rouse: Awakens creatures in area

Stand: Subject stands up from prone

2nd-Level Duskblade Spells

Animalistic Power: Subject gains +2 bonus to Str, Dex, and Con

Bigby's Striking Fist: Hand deals 1d6 nonlethal damage 2 levels max 5d6 and knocks subject back

Deflect: Gain bonus to AC for one attack

Dimension Hop: Teleport subject short distance

Seeking Ray: Ray deals 4d6 electricity damage, ignores concealment and cover, you gain +4 on attacks with rays against the subject

Stretch Weapon: Melee weapon gains 5 ft. of reach for one attack

Sure Strike: Gain +1 bonus 3 levels on next attack

3rd-Level Duskblade Spells

Crown of Might: Gain +2 Strength, discharge to gain +8 bonus for 1 round

Crown of Protection: +1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round

Dispelling Touch: Dispel one magical effect on touched subject

Doom Scarabs: Scarab swarm deals 1d6/2 levels, gives you temporary hit points

Energy Aegis: Subject gains resistance 20 against one energy type for one attack

Energy Surge: As lesser energy surge, but 2d6 damage

Halt: Subject's feet become stuck to ground

Regroup: Teleports nearby allies to your side

4th-Level Duskblade Spells

Channeled Pyroburst: Deal fire damage, amount and radius based on casting time

Toxic Weapon: Coats weapon with poison

5th-Level Duskblade Spells

Slashing Dispel: As dispel magic, but creatures take damage for spells dispelled

Sonic Shield: +4 deflection bonus to AC, 1d8 sonic damage and push back creatures that hit you in melee

PALADIN SPELLS

2nd-Level Paladin Spells

Crown of Smiting: +2 damage bonus, discharge to gain +8 damage on single attack

Mark of Doom: Subject takes 1d6 damage for each hostile action

3rd-Level Paladin Spell

Healing Spirit: Ball of light heals 1d8/round

4th-Level Paladin Spells

Blessing of the Righteous: Weapons deal +1d6 holy damage and become good-aligned

Divine Retaliation: Weapon appears and strikes those who attack you

Meteoric Strike: Melee attack deals an extra 1d6 damage + 1d6/4 levels, adjacent creatures take half damage

RANGER SPELLS

1st-Level Ranger Spell

Linked Perception: Allies gain +2 bonus ally in spell uses on Listen and Spot checks

2nd-Level Ranger Spells

Animalistic Power: Subject gains +2 bonus to Str, Dex and Con

Crown of Clarity: +2 to Listen and Spot, discharge spell to gain +8

Curse of Arrow Attraction: Subject takes -5 penalty to AC against ranged attacks

Hunter's Eye: Gain +1d6 sneak attack damage/3 caster levels for round

Share Talents: Subjects gain +2 bonus on skill checks

4th-Level Ranger Spell

Longstrider: Mass. Allies within 60 ft. gain +10 ft. bonus to speed

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Abjur. Deflect, Lesser: Gain a deflection bonus _____ levels, max +5) against one attack

Conj. Stand: Subject stands up from prone

Kelgore's Fire Bolt: 1d6 fire damage/level, max 5d6, partially ignore SR

Ench. Rouse: Awakens creatures in area

Whelm: Deal 1d6 nonlethal damage + 1d4/2 levels above 1st, max 5d6

Evoc. Bigby's Tripping Hand: Hand trips subject

Kelgore's Fire Bolt: 1d6 fire damage/level, max 5d6, partially ignore SR

Necro. Blade of Blood: Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage

Trans. Burning Rage: Subject takes 4 points of damage/round, gains attack bonus and DR

2nd-Level Sorcerer/Wizard Spells

Abjur. Deflect: Gain bonus to AC for one attack

Dispelling Touch: Dispel one magical effect on touched subject

Conj. Cloud of Knives: Release one knife/round, 1d6 damage + 1/3 levels, max +5)

Dimension Hop: Teleport subject short distance

Kelgore's Grave Mist: 1d6 cold damage/level, cause fatigue, partially ignore SR

Div. Insight of Good Fortune: Subject rolls twice, takes best result

Master's Touch: Subject gains immediate +4 bonus on a skill check

Sure Strike: Gain +1 bonus/3 levels on next attack

Ench. Black Karma Curse: Subject damages self with melee attack

Stay the Hand: Change subject creature's attitude to helpful for 1 round

Whelming Blast: 15-foot cone deals 1d6 nonlethal damage/2 levels, max 5d6)

Evoc. Bigby's Striking Fist: Hand deals 1d6 nonlethal damage/2 levels, max 5d6) and knocks subject back

Bigby's Warding Hand: Hand of force slows opponent

Electric Vengeance: 2d8 damage +1 + level max + to opponent who damages you in melee

Seeking Ray: Ray deals 1d6 electricity damage ignores concealment and cover; you gain +4 on attacks with rays against the subject

Illus **Blinding Color Surge:** Blind subject for 1 round gain invisibility

Vertigo: Subject creature must succeed on a DC 11 Balance check to move each round

Necro **Kelgore's Grave Mist:** 1d6 cold damage/level cause fatigue, partial y ignore SR

Trans **Animalistic Power:** Subject gains +2 bonus to Str Dex and Con

Celerity, Lesser: Take a move action immediately but be dazed for 1 round

Energy Surge, Lesser: One attack deals an extra 1d6 energy damage

Increase Virulence: Poison's DC increases by 2

Share Talents: Subjects gain +2 bonus on skill checks

Stretch Weapon: Melee weapon gains 5 ft. of reach for one attack

3rd-Level Sorcerer/Wizard Spells

Abjur **Energy Aegis:** Subject gains resistance 20 against one energy type for one attack

Energy Vulnerability: Subjects gain vulnerability to the specified energy

Con **Dimension Step:** Allies can immediately teleport a distance equal to their speed

Luminous Assassin, Lesser: Summons an assassin to attack the subject

Melf's Unicorn Arrow: 1d8 +8 damage and bull rush, +1 unicorn arrow/3 levels beyond 5th

Regroup: Teleports nearby allies to your side

Scattering Trap: Imbue one 5-ft. square 2 levels with teleport trap

Div **Alter Fortune:** Cause one creature to retol, any die roll

Crown of Clarity: +2 to Listen and Spot; discharge spell to gain +8

Ench **Hesitate:** Force subject to lose actions

Inevitable Defeat: Subject takes 3d6 nonlethal damage/round

Evoc **Bigby's Disrupting Hand:** Hand disrupts opponent's spellcasting

Prismatic Mist: Multicolored mist has random effect

Ray of the Python: Creature can only attack once per round, cannot make attacks of opportunity, 10 ft. penalty to speed

Illus **Legion of Sentinels:** Ghostly swordsmen threaten a 10-foot radius, deal 1d8 damage +1/3 levels max

Vertigo Field: Creatures have 20% miss chance and possibly become nauseated

Necro **Crown of the Grave:** Command undead & charge to gain +4 on turn of

Trans **Crown of Might:** Gain +2 Strength, discharge to gain +8 bonus for 1 round

Crown of Protection: +1 deflection bonus to AC +1 resistance bonus on saves; discharge to gain +4 for 1 round

Curse of Arrow Attraction: Subject takes -5 penalty to AC against ranged attacks

Energy Surge: As lesser energy surge, but 2d6 damage

Evard's Menacing Tentacles: Grow two tentacles with 10 ft. reach that deal 1d8 damage each

Halt: Subject's feet become stuck to ground

4th-Level Sorcerer/Wizard Spells

Abjur **Condemnation:** Lowers subject outsider's SR and stance for 1 round

Slashing Dispel: As dispel magic, but creatures take damage for spells dispelled

Stifle Spell: Subject must concentrate or botch spell

Con **Bright Worms:** Fiery worms damage enemies within 20-ft. spread

Doom Scarabs: Scarab swarm deals 1d6, 2 levels gives you temporary hit points

Explosive Rune Field: Area is covered with runes that explode on contact with creatures

Ench **Whelm Mass:** 1d6 nonlethal damage/level max 1d6 to 1 creature/level

Evoc **Bleakness:** 1d6 damage/round to living creatures, grants undead turn resistance and fast healing

Channeled Pyroburst: Deal fire damage, amount and radius based on casting time

Crushing Grip: Subject takes -2 on attacks, checks saves and AC and -20 ft. penalty to speed, might be paralyzed

Slashing Dispel: As dispel magic, but creatures take damage for spells dispelled

Illus **Crown of Veils:** Gain +2 to Disguise and Hide, discharge to gain +8

Mirror Image, Greater: As mirror image, but gain an additional image each round

Phantom Battle: Illusion of battle flanks creatures and denies attacks of opportunity

Necro **Doom Scarabs:** Scarab swarm deals 1d6/2 levels, gives you temporary hit points

Trans **Baleful Blink:** Subject has 50% chance of failure on attacks and spells

Call of Stone: Slowly turn subject to stone

Celerity: Take a standard action immediately, but be dazed for a round

Trollshape: You take on the form and abilities of a troll

Con **Mystic Surge:** Ally's spell gains +2 DC and +1 caster level

5th-Level Sorcerer/Wizard Spells

Abjur **Field of Resistance:** Zone provides SR 11 + caster level

Mana Flux: Magic in area has 20% failure chance

Conj **Dimension Shuffle:** Teleport multiple creatures short distances within line of sight
Luminous Assassin: As lesser luminous assassin but the assassin is more powerful
Toxic Weapon: Coats weapon with poison
Ench **Inclite Riot:** Subjects attack nearest creature
Evoc **Electric Vengeance, Greater:** As electric vengeance but 4d8 damage (+1/level, max +15) and daze subject
Radiance: Creates daylight that dazzles undead
Sonic Shield: +4 deflection bonus to AC, 1d8 sonic damage and push back creatures that hit you in melee
Illus **Friend to Foe:** Make subject creature believe its allies are its enemies
Trans **Dance of Blades:** A weapon attacks on its own
Etherealness, Swift: Subject momentarily becomes ethereal

6th-Level Sorcerer/Wizard Spells

Ench **Overwhelm:** Nonlethal damage knocks out subject
Evoc **Thunder Field:** Creatures in area take 1d8 sonic damage/round, knocked prone
Trans **Chasing Perfection^M:** Subject gains +4 to all abilities
Energy Surge, Greater: As energy surge, but 3d6 damage

7th-Level Sorcerer/Wizard Spells

Conj **Luminous Assassin, Greater:** As luminous assassin but the assassin is more powerful
Necro **Pulse of Hate:** Nearby enemies take 2d6 damage/round
Trans **Animalistic Power Mass:** As animalistic power, but multiple subjects
As the Frost: Transform into a creature of cold

8th-Level Sorcerer/Wizard Spells

Abjur **Chain Dispel:** Dispel multiple magical effects on multiple creatures
Necro **Plague:** One creature/level contracts quickly terminal disease
Trans **Celerity, Greater:** Take a full-round action immediately but be dazed for a round

9th-Level Sorcerer/Wizard Spells

Conj **Summon Golem:** Summon a clay, flesh, iron, or stone golem from a small amount of like material
Evoc **Detonate:** Slays subject and creates 20-ft.-radius explosion that deals 1d6 damage/level, max 20d6
Trans **Dragonshape:** You take on the form and abilities of a Huge red dragon

Air of Fortune

Divination
Level: Cleric 3, druid 3, sorcerer/wizard 3
Components: V, X
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A sparkling nimbus of green light appears around the creature. As the light fades, the creature seems a shade larger and assumes a more animalistic, even feral, demeanor.

You change the flow of chance, causing the subject to immediately reroll any die roll, at just made. It must abide by the second roll.
XP Cost: 200 XP

Animalistic Power

Transmutation
Level: Cleric 2, druid 2, dualblade 2, ranger 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with an aspect of the natural world. The subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution.

Material Component: A bit of animal fur, feathers, or skin.

Animalistic Power Mass

Transmutation
Level: Cleric 7, druid 7, sorcerer/wizard 7
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which are more than 30 ft. apart

This spell functions like *animalistic power*, except that it affects multiple creatures.

As the Frost

Transmutation: Cold
Level: Druid 7, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

With a crystalline tinkling, your body transforms into a figure of ice and cold, your equipment melding into your new form. Your skin becomes brilliant blue and transparent, with glimpses of liquid beneath. Frost forms across your hands and arms, dripping down to form knife-like icicles. Your breath hisses white in the bitterly cold air surrounding you. Snow swirls about you as your presence freezes the air's moisture. Ice crystals spread from your footprints.

Your creature type changes to outsider. Unlike other outsiders, you can be brought back to life. If you die in this form:

You gain the following qualities and abilities:

- Immunity to cold
- Damage reduction 10/magic and piercing
- At the beginning of your action, creatures within 15 feet of you take 2d6 points of cold damage per round. A creature that takes damage from this effect must make a Fortitude save (DC 17 + your key ability modifier

or be slowed, as the *slow* spell for the remaining duration of as the *haste* Spell resistance applies to this effect

Material Component: A chunk of ice or crystal

Baleful Blink

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close 25 ft. + 5 ft./2 levels

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You cause the creature to wink in and out of existence erratically much to its confusion.

You curse one creature to a frustrating existence on the edge of the Ethereal Plane. The subject shimmers between the Ethereal Plane and the Material Plane, has a 50% miss chance on any melee or ranged attacks (as if the target of the attack had total concealment), and there is a 50% chance that any spell she casts does not have an effect on the desired plane while she blinks between the planes.

Because the magic of the spell only causes the subject to blink when attacking or casting, attackers have no miss chance against her, and spells cast against her affect her normally. Because the blinking is so rapid, she cannot attempt to blink through walls or move in the Ethereal Plane.

The subject of a *baleful blink* spell can cast spells on itself with impunity; in this case, it has no miss chance because the target of its spell, itself, travels along with the spell. The subject can also target creatures on the Ethereal Plane, but still has a 50% chance of failure on attacks and spells. Spells with the force descriptor are unaffected by the effect of *baleful blink*.

Bigby's Disrupting Hand

Evocation [Force]

Level: Sorcerer, wizard 3



Components: V, S, I

Casting Time: 1 standard action

Range: Medium 100 ft. + 10 ft./level

Effect: One hand of force

Duration: 1 minute/D

Saving Throw: None

Spell Resistance: Yes

A small, spectral human hand springs into existence before your target. It hovers in the air, ready to deliver a backhanded blow.

Like *Bigby's Interposing Hand*, this spell creates a magical construct in the form of a human hand. The hand targets a single opponent of your choice within range. You choose this opponent as you cast the spell. You can target a different opponent with this spell by taking a move action.

When a creature attempts to cast a spell, the hand punches him. This attack causes no damage, but it forces the subject to

make a Concentration check with a DC equal to this spell's save DC. If the subject fails the check, the hand's blow ruins his casting attempt.

The hand is about 1 foot long. It has hit points equal to half your full normal hit points.

AC is 20 (+4 size, +6 natural).

It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.

Focus: A soft glove

Bigby's Helpful Hand

Evocation [Force]

Level: Sorcerer, wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: 0 ft.

Effect: One hand of force

Duration: 1 hour/level/D

Saving Throw: None

Spell Resistance: No

A magical construct in the shape of a hand appears next to you. Its fingers open toward you, waiting for you to hand it an item.

This spell creates a hand of magical force that holds items for you, helps you complete long, involved tasks, and otherwise aids you. The spell grants you a +2 competence bonus on Craft, Disable Device, and Open Lock checks for the duration of the spell. It can hold a single object weighing up to 20 pounds. You can grasp the object that the hand carries or place an object in its grasp as a swift action. The hand remains in your square at all times. It matches your speed, and you can brace the hand and the object along with it if you use dimension door, teleport, and similar spells. You cannot order the hand to move away from you. If you become separated from the hand, the spell immediately ends.

The hand is about 1 foot long. It has hit points equal to half your full normal hit points, and its AC is 20 (+4 size, +6 natural). It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.

Focus: A soft glove

Bigby's Striking Fist

Evocation [Force]

Level: Duskblade 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

A large glowing fist, the size of a human torso, appears in front of the creature and slams into it with great force.

The attack bonus of this striking fist equals your caster level + your key ability modifier + 2 for the hand's Strength score (14). The fist deals 1d6 points of nonlethal damage per two caster levels (maximum 5d6) and attempts a bull rush (PH 154). The fist has a bonus of +4 plus +1 per two caster levels on the bull rush attempt, and if successful it knocks the subject back in a direction of your choice. This movement does not provoke attacks of opportunity. A subject that succeeds on its Reflex save takes half damage and is not subject to the bull rush attempt.

Material Components: Three glass beads

Bigby's Tripping Hand

Evocation [Force]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

A large glowing hand, the size of a human torso, appears in front of the creature and sweeps at its legs.

The large hand sweeps at the target creature's legs in a tripping maneuver (PH 158). This trip attempt does not provoke attacks of opportunity. Its attack bonus equals your caster level + your key ability modifier + 2 for the hand's Strength score (14). The hand has a bonus of +1 on the trip attempt for every three caster levels, to a maximum of +5 at 15th level.

Material Components: Three glass beads

Bigby's Warding Hand

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One hand of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A spectral human hand springs into existence. It pushes into the target, forcing it in back as he attempts to move.

This spell creates a hand of pure force that hinders the subject's ability to move. You designate a target when casting this spell. You can change the spell's target by taking a move action to do so. This spell has no effect on Huge or larger creatures.

If the target of the spell attempts to move, it must make a Strength check (DC 12 + your key ability modifier). If this check fails, the creature moves at half speed. The target must make a new check each round to overcome the hand's hindering force.

The hand is about 1 foot long. It has hit points equal to half your full normal hit points, and its AC is 20 (+4 size +6 natural). It makes saving throws using your total save bonuses and takes damage from spells and attacks.

Material Components: V, S, F

Focus: A soft glove

Black Karma Curse

Enchantment [Compulsion, Mind Affecting]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a word and a gesture, you compel the bewildered creature to attack itself.

If the target creature's saving throw fails, it immediately takes damage

as if it had hit itself with its currently wielded weapon (or natural weapon). If the creature has more than one eligible attack form, it uses the one that deals the most damage.

Blade of Blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1

duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, hilt, pommel, or point. The blood drips to spatter on the ground, forming a pool.

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, blade of blood discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Shade Brothers

Abjuration

Level: Bard 2, cleric 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Two willing creatures

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless, Spell Resistance: Yes (harmless))

You reach out and touch two creatures and a sparkling tetter of multicolored light briefly forms between them.

One time during the duration of this spell, when one subject of the spell attempts a saving throw, both recipients can roll and apply the more favorable result. When rolling, each subject uses

his own save bonus and save modifiers. If both saving throws fail, both creatures suffer the consequences of a failed save, even if the effect that prompted the saving throw only affected one of the subjects. If the affected creatures move more than 120 feet away from each other after the spell is cast, the effect ends.

Bleakness

Evocation [Darkness, Evil]
Level: Cleric 4, sorcerer/wizard 4
Components: V, S, D1
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft. radius emanation centered on a point in space
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A pulsing darkness bleeds from your body.

You conjure up a cloud of inky darkness laced with life-sucking energy from the Negative Energy Plane. Living creatures in the area take 1d6 points of damage each round, starting in the round when they enter the area and at the beginning of their turns each round they remain in the area. The damage can be prevented by any effect that protects against negative energy, such as *death ward*.

In addition, undead gain turn resistance +4 and fast healing 3 for as long as they remain in the area of the spell.

Breaks counters or dispels any light spell of equal or lower level.

Blessing of the Righteous

Evocation [Good]
Level: Cleric 4, paladin 4
Components: V, S, D1
Casting Time: 1 standard action
Range: 40 ft.
Area: All allies in a 40-ft. radius burst centered on you
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A sudden burst of warm, radiant light engulfs you and your allies. The light fades quickly but lingers on the weapons of those

You bless yourself and your allies. You and your allies' melee and ranged attacks deal an extra 1d6 points of holy damage and are considered good-aligned for the purpose of overcoming damage reduction.

Blinding Color Surge

Illusion [Glamer]
Level: Beguiler 2, sorcerer/wizard 2
Components: V, S, D1
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: You and one creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You point at the target of this spell. The colors of your clothing, skin, and hair shimmer for a brief moment before they surge away from you, forming a multicolored ray that strikes your target. You disappear as the colors of your body and items leap from you into the beam. The target clutches himself and staggers.

You strip the color from your body and your target turns into a lance of energy, and hurl it at a target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of invisibility for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it. *Focus:* A small prism.

Blood Creepers

Conjuration [Creation, Earth]
Level: Druid 5
Components: V, S, D1
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Thorny vines burst from the creature's body, munching through bone, flesh, and skin to envelop its arms and legs and tether it to the ground.

The subject takes 1 point of piercing damage per caster level (maximum

15) as the creepers rip apart its body. In addition, the creepers entwine securely around it, trapping its legs and arms. The subject is immobilized (unable to move from its current location) and entangled.

Each round, the subject takes an extra 1 point of piercing damage per caster level (maximum 15) unless it is able to escape. A trapped creature can attempt to break free with a DC 20 Strength check or wriggle free with a DC 25 Escape Artist check, either of which ends the spell if successful. Other creatures can use the aid another action as normal on these checks. They can make attacks against the subject as if they were wooden objects with a thickness of 3 inches (see *Smashing an Object*, PH 185).

Despite its name, blood creepers is equally effective on living and non-living creatures.

Bones of the Earth

Conjuration [Creation, Earth]
Level: Druid 6
Components: V, S, D1
Casting Time: 1 standard action
Range: 60 ft.
Effect: One 5-ft. diameter pillar of stone per round
Duration: 1 round/2 levels, D
Saving Throw: Reflex negates
Spell Resistance: No

A pillar of rock explodes upward from the ground.

Each round as a standard action, you conjure a pillar of rock that bursts from a stone or earthen surface anywhere within the spell's range. Each pillar fills a 5-foot square and grows to a height of 20 feet or until it hits a barrier such as a ceiling or wall. A large or smaller creature in a square where a pillar erupts must succeed on a Reflex save or be carried upward by the force of the pillar. If a pillar is created in a room with a ceiling height of 20 feet or less, the rock slams into the ceiling, dealing 4d6 points of damage to any creature atop it.

In a location with a ceiling height of more than 20 feet, a creature carried up by a pillar must succeed on a DC 20 Balance check or fall from the top of

the pillar when it reaches its maximum height. On a failed check, the creature plummets to the ground, taking 2d6 points of damage from the fall.

You can also cause a pillar to erupt from a vertical surface, in which case any creatures in the pillar's path must succeed on their Reflex saves or take 2d6 points of damage and be knocked prone.

The pillar created is permanent and has AC 3, hardness 8, and 900 hit points. A pillar can be climbed with a DC 20 Climb check.

Bright Worms

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level, D

Saving Throw: Reflex half

Spell Resistance: No

With a loud pop, a nest of writhing worms of multi-colored light appears in the air.

You create a knot of living light with wormlike tendrils extending out from the mass. The worms hang in the air as if suspended. The worms drift away from the paths of your allies, but they attack enemies that enter the area, lashing out with lightning speed and combusting creatures that they touch.

When you cast the spell, and in each later round at the beginning of your turn, the flaming worms deal 2d6 points of fire damage to any of your enemies in the area. The fire damage increases as you gain levels, to 3d6 per round for an 11th-level caster and 4d6 per round for a 15th-level caster.

Any area spell that deals cold damage eliminates the bright worms from the area.

Burning Rage

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level, D

Saving Throw: Will negates
Spell Resistance: Yes

As you imbue an ally with this spell, a nebula of shimmering blue flame surrounds him. He winces in pain as the flames scorch his flesh, but when the blazing power flows into him, his muscles surge with might.

This spell imbues a creature with burning magical energy that enhances the subject's strength and endurance. The searing energy also burns and injures the subject.

The subject of this spell gains a +1 bonus on attack rolls, a +2 bonus on damage rolls, and damage reduction 2/magic. This spell's burning energy deals 4 points of fire damage to the subject at the start of each of its turns until the spell's duration expires or you dismiss the effect.

Call of Stone

Transmutation

Level: Druid 4, sorcerer/wizard 4

Component: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

A beam of sickly gray energy strikes the target of this spell. He acquires an ashen tone to his skin. With each passing hour, the grayish tone becomes deeper in color as the target transforms into a stone statue.

This spell slowly transforms a creature into an inanimate stone statue. The target must make a Fortitude save each round for the duration of spell at the start of its turn or take a cumulative 10-foot penalty to speed and a 2 penalty to Dexterity. If the target's speed drops to 0 feet, it cannot move. If the target fails four or more saves, it permanently transforms into a statue as it affected by flesh to stone. Any effect or spell that reverses flesh to stone also cures this condition.

Celerity

Transmutation

Level: Bard 4, sorcerer/wizard 4

This spell works like *lesser celerity* except that you pull even more time into the present. When you cast this spell, you can immediately take a standard action as if you had readied an action. You can even interrupt another creature's turn when you cast this spell. However, after you take the standard action granted by this spell, you are dazed until the end of your next turn.

Celerity, Greater

Transmutation

Level: Sorcerer/wizard 8

This spell works like *celerity*, except upon casting this spell you can immediately take a full-round action (or a standard action plus a move action, or two move actions). After performing this action, you are dazed until the end of your next turn.

Celerity, Lesser

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You borrow a slice of time from the future, pulling it into the present so that you can act.

Upon casting this spell, you can immediately take a move action. After performing this action, you are dazed until the end of your next turn.

Chain Dispel

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A coruscating bolt rips through the air humming with power as it strikes each targeted creature.

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the *dispe.* check, up to a maximum of 25.

Material Component A pair of bronze nails, each no less than 6 inches in length.

Channelled Divine Health

Conjuration/Healing

Level: Cleric 4

Components: V, S

Casting Time: See text

Range: See text

Target: One creature

Duration: 1st minute, up to

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bring forth a sphere of pure healing energy. You pour divine power into it, slowly building the energy it holds until it is ready to mend an ally's wounds.

This spell allows you to heal an ally, or damage an undead creature, at a range greater than touch. When you cast this spell, you channel energy into it. You can choose how long to spend casting this spell.

If you cast this spell as a swift action, it has a range of touch, and you heal a single touched creature of 1d8 points of damage. An undead creature you touch takes this amount of damage instead of being healed.

If you cast this spell as a standard action, it has a range of close, and you heal a single creature within range of damage equal to 1d8 points + your caster level (maximum +10). An undead creature you designate within range takes this amount of damage instead of being healed.

If you cast this spell as a full-round casting this spell, it has a range of medium, and you heal a single creature within range of damage equal to 2d8 points + your caster level (maximum +15). An undead creature you designate within range takes this amount of damage instead of being healed.

If you spend 2 full rounds casting this spell, it has a range of long, and you heal a single creature within range of damage equal to 4d8 points + your caster level (maximum +20). An undead

creature you designate within range takes this amount of damage instead of being healed.

You do not need to declare ahead of time how long you want to spend casting the spell. When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

Channelled Divine Shield

Abjuration

Level: Cleric 3

Components: V, S

Casting Time: See text

Range: Personal

Target: You

Duration: 1 round/level

As you complete this spell, a shield crafted from divine energy appears before you. As you channel energy into the shield, it grows stronger and stronger.

This spell improves your defenses. The magnitude of this improvement depends on the amount of time you spend casting the spell.

If you cast this spell as a swift action, you gain damage reduction 2/evil for the duration of this spell.

If you cast this spell as a standard action, you gain damage reduction 4/evil.

If you cast this spell as a full-round action, you gain damage reduction 8/evil.

If you spend 2 rounds casting this spell, you gain damage reduction 10/evil.

The spell's duration does not begin until you finish casting the spell. You do not need to declare ahead of time how long you want to spend casting the spell. When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

Channelled Pyroburst

Evocation/Fire

Level: Duskblade 4, sorcerer/wizard 4

Components: V, S

Casting Time: See text

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A sphere of fiery energy comes into being before you. You channel energy into it, pouring it to bubble and grow with power. When you have poured enough energy into the sphere, you send it flying at your foes.

This spell creates a bolt of fiery energy that blasts your enemies. The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast this spell as a swift action, it deals 1d4 points of fire damage per two caster levels (maximum 10d4) against a single target of your choice.

If you cast this spell as a standard action, it deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures in a 10-foot-radius spread.

If you cast this spell as a full-round action, it deals 1d8 points of fire damage per caster level (maximum 10d8) to all creatures in a 15-foot-radius spread.

If you spend 2 rounds casting this spell, it deals 1d10 points of fire damage per caster level (maximum 10d10) to all creatures in a 20-foot-radius spread.

You do not need to declare ahead of time how long you want to spend casting the spell. When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

Chasing Perfection

Transmutation

Level: Cleric 6, druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Energy courses through the creature touched. Its muscles grow and become more defined. It starts to move with greater alacrity and grace, and its bearing improves.

The subject improves in all ways. It gains a +4 enhancement bonus to each of its ability scores.

Material Component A statuette of a celestial or fiend worth 50 gp.

This spell creates a magic crown that grants its wearer the power to command undead. Once per minute, the crown's wearer can issue a one-word order to an undead creature, as per the *command* spell. The undead creature must make a Will save to resist this effect. Even though *command* is normally a mind-affecting spell, the crown channels holy or unholy energy (depending on your alignment; neutral casters choose one or the other) to compel obedience. In addition, a cleric who wears the crown can expend a use of his turn or rebuke undead ability to increase this ability's save DC by 4.

As an immediate action, the creature wearing a crown of the grave can discharge its magic to gain a +4 bonus on a single turn or rebuke undead attempt. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Material Component: A pinch of grave dirt.

Focus: A wooden hoop 6 inches in diameter.

Crown of Might

Transmutation

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour (level DC or until discharged)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of plain copper appears upon the recipient's head. The crown has a front piece fashioned to resemble a bull's head.

This spell creates a crown of magical energy that grants the spell's recipient a +2 enhancement bonus to Strength.

As an immediate action, the creature wearing a crown of might can discharge its magic to gain a +8 enhancement bonus to Strength for 1 round. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A copper hoop 6 inches in diameter.

Crown of Protection

Transmutation

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour (level DC or until discharged)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering crown of force appears upon the recipient's head. A barely visible shield of force projects forward from it, vanishing off at a distance of 10 feet.

This spell creates a crown of magical energy that grants the spell's recipient a +1 deflection bonus to AC and a +1 resistance bonus on all saves.

As an immediate action, the creature wearing a crown of protection can discharge its magic to gain a +4 deflection bonus to AC or a +4 resistance bonus on saves for 1 round. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: An iron hoop 6 inches in diameter.

Crown of Smiting

Evocation

Level: Cleric 3, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour (level DC or until discharged)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of light appears upon the target's brow. The crown has a small, glowing orb of light at the front of the crown.

You create a magic crown infused with divine energy harmful to enemies of your faith. Choose a single alignment: chaotic, evil, good, or lawful. When you cast this spell, the crown's wearer gains a +2 divine bonus on damage rolls on his next melee or ranged attack if his target has the designated alignment. The crown's wearer must decide to use this extra damage before making his attack. If he misses, the extra damage is lost.

As an immediate action, the creature wearing a crown of smiting can discharge its magic to gain a +8 divine bonus on damage on a single attack. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A silver hoop 6 inches in diameter, costing 25 gp.

Crown of Veils

Illusion (Glamer)

Level: Bard 2, beguiler 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour (level DC or until discharged)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering halo of energy surrounds the target's head like a crown. It flashes a spectrum of colors before fading away.

This spell creates a magic crown infused with illusion magic. The spell's recipient gains a +2 competence bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A brass hoop 6 inches in diameter.

Crushing Grip

Evocation
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

You conjure a band of energy that slowly squeezes your opponent. As the band tightens, it restricts his movement and eventually holds him in place rigid with paralysis.

This spell has one effect on an opponent when you begin casting it. At the beginning of your next turn, when you finish casting it, the spell it has a second effect. When you start casting this spell, your target takes a -2 penalty on attacks, checks, saves, and AC. He also takes a 20-foot penalty to speed. This effect does not allow a saving throw, but spell resistance applies. If you fail to overcome the target's spell resistance, you immediately stop casting the spell, and the secondary effect does not take place.

When you complete the casting of this spell, your target must make a Fortitude saving throw or be paralyzed. Even if the target makes this saving throw, this spell's initial effect continues to affect him for the spell's duration.

This spell's duration begins after you have completed casting it.

Curse of Arrow Attraction

Level: Cleric 3, ranger 2, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round, level
Saving Throw: Will negates
Spell Resistance: Yes

You surround a creature in a nimbus of emerald light that seems to draw missiles toward it.

The subject is cursed so that missile weapons veer toward him and strike with extreme force. The subject takes a -5 penalty to Armor Class against any ranged attack, including projectile weapons, thrown weapons, and ranged touch attacks. In addition, any critical threats on such attacks are automatically confirmed.

Dancing Blade

Transmutation
Level: Bard 5, sorcerer/wizard 5
Components: V, S, I
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 round, level
Saving Throw: None
Spell Resistance: No

With a word and a gesture, the sword in your hand leaps to life with a swooping salute.

This spell animates a melee weapon currently in your possession, causing it to fight your foes as you direct it. Once each round as a free action, you can direct the blade to attack an adjacent foe (a weapon with reach can attack a foe 10 feet away). The weapon's bonus on attack rolls is equal to your caster level + your key ability modifier, plus any enhancement bonus the weapon might have. It deals damage equal to the normal damage of the weapon, plus your key ability modifier and any enhancement bonus or other bonus on damage inherent in the weapon. The weapon attacks once per round. Despite the spell's name, it works on any melee weapon (not just blades).

While your weapon is dancing, it cannot make attacks of opportunity, and you are not considered armed with the weapon. It remains in your space and accompanies you everywhere, whether you move by physical or magical means. The weapon cannot be disarmed.

Focus: The melee weapon that serves as the target of the spell.

Deflect

Abjuration, Force
Level: Duskblade 3, sorcerer/wizard 2

This spell functions like *lesser deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

Deflect, Lesser

Abjuration, Force
Level: Duskblade 1, sorcerer/wizard 1
Components: V
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round or until discharged

With a word, you evoke a barrier of mystical force.

You project a field of invisible force, creating a short-lived protective barrier. You gain a deflection bonus to your AC against a single attack; this bonus is equal to +1 per three caster levels (maximum +5).

You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

Detonate

Evocation (Death, Fire)
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial negates
Spell Resistance: Yes

The creature you point at explodes in a massive spray of fire.

If the target fails its saving throw, this spell slays the creature, and the explosion extends out to a 20-foot-radius burst around it. Creatures in this area take 1d6 points of fire damage per caster level (maximum 20d6), though they can attempt Reflex saves for half damage. The exploded creature's remains are scattered and vaporized, leaving nothing but dry ash.

If the target succeeds on its saving throw, it is wracked by a series of small explosions and takes 7d6 points of fire

Damage: If this damage kills the creature, it explodes as described above.

Dissonance has no effect on creatures that have immunity to fire.

Material Component: A kindertwig and a piece of string.

Dimension Hop

Conjuration (Teleportation)

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Pale motes of light dance and swirl around your fingertips. When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby.

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Dimensional Shuffle

Conjuration (Teleportation)

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature, level, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

With a slight blue shimmer of energy and an audible pop, a number of creatures around you disappear and reappear in a new location.

You instantly transfer any subject creature from its current location to any other spot within 30 feet. You must have line of sight to its new location. An unwilling creature can make a Will saving throw to negate this effect. The creature must be placed on solid ground capable of supporting its weight. If you attempt to place a creature within a solid object or into a space where it cannot fit, the spell fails.

Dimension Step

Conjuration (Teleportation)

Level: Sorcerer/wizard 3

Component: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/3 levels, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

All the creatures you target with this spell gain a dark, shimmering pattern of runes on their skin, 1 foot. The runes glow with arcane light for a moment. Less than a minute later, the targets have shifted positions at the battlefield.

This spell allows your allies to make a short teleport. All creatures targeted by this spell can teleport a distance equal to their base land speed. A target can teleport to any square within its line of sight. This movement does not provoke attacks of opportunity. A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.

Dispel Magic Touch

Abjuration

Level: Duskblade 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched creature, object, or spell effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your touch causes one spell to rip free of its source and dissipate into nothingness.

You can use dispelling touch to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticeable ongoing effect. You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel or

spell or until you fail all your checks. Magic items carried by a creature are not affected.

Divine Retaliation

Evocation [Force]

Level: Cleric 3, paladin 4

Component: V, S, DF

Casting Time: 1 swift action

Range: 0 ft.

Effect: Magic weapon of force

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A spectral weapon composed of pure force energy springs into existence. As long as you each time a foe strikes you, the weapon springs into action, chopping into your foe and dealing a grievous wound.

This spell creates a divine weapon that mimics your deity's favored weapon. Any time you are struck for damage by a melee attack, this weapon strikes at your foe. It has a base attack bonus equal to your caster level + your Str modifier or Wis modifier (your choice). It deals damage as per your deity's favored weapon, and is of a size equal to your current size. The weapon gains a bonus on damage rolls equal to 1 1/2 times your Str modifier or Wis modifier (your choice).

There is no limit to the number of attacks that this weapon can make. If a hydra bites at and hits you six times, this weapon in turn strikes at the hydra six times. The weapon has reach or range appropriate to its type. It shares a space with you. If you are Large or larger, it counts as occupying each square of the space you fill.

Doom Scarabs

Conjuration (Necromancy)

Level: Duskblade 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will halves

Spell Resistance: See text

A swarm of scarabs surges from you, outstretched hands. These insects rip and

hale at all living creatures in the area. Then return to you with life essence stolen from their actions.

This spell has two effects. It deals 1d6 points of damage per two caster levels (maximum 10d6) to all creatures in the area. Spell resistance does not apply to this damage. However, spell resistance does apply to the spell's secondary effect. If you overcome a creature's spell resistance, you gain 4 temporary hit points as the scarabs feast on the creature's arcane energy and bleed it back into you. You gain these temporary hit points for each creature whose spell resistance you overcome. You never gain temporary hit points from creatures that do not have spell resistance.

The temporary hit points gained from this spell last for up to 1 hour.

Dragonshape

Transmutation Polymorph

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

You feel a fire burning deep within you. Crimson scales quickly cover over your body, a pair of great wings sprouts from your shoulders, and your body expands in size until you stand as tall as a house!

You take on the form and abilities of a mature adult red dragon (see below for your new statistics). You gain 150 temporary hit points, which disappear at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form. See the description of the new polymorph subschool on page 95 for more details.

Mature Adult Red Dragon

Hit +0 Senses blindsense 60 ft, darkvision 120 ft, quadruped strength low-light vision, Listen +32, Spot +32

Languages as normal form

AC 32 touch 8 flat-footed 32

hp as normal form (+150 temporary hp) DR 0/magic

Resist SR 23

Immune fire

Fort +20 Ref +14 Will +18

Weakness vulnerability to cold

Speed 40 ft., fly 150 ft. (poor) Flyby Attack

Melee bite +34 (2d8+11/19-20) and 2 claws +32 (2d6+5/19-20) and 2 wings +32 (1d8+5/19-20) and tail slap +32 (2d6+16/19-20)

Space 15 ft.

Reach 10 ft. (15 ft. with bite)

Base Atk +25 Grp -44

Atk Options Cleave, Power Attack

Special Actions breath weapon, crush

Spell-Like Abilities 4 7 10 13

Abilities Str +13 Dex +6 Con +23 Int +8 Wis +19 Cha +18

Feats Cleave, Combat Reflexes, Flyby Attack, Improved Critical (bite/claw/tail slap/wing) Multiattack, Power Attack

Skills Appraise +32 Bluff +32 Concentration +34, Diplomacy +34, Intimidate +34, Jump +39 Knowledge (arcana) +32, Listen +32, Search +32, Spot +32

Breath Weapon (Su) 50-ft. cone, 14d10 fire Reflex DC 30 halve

Crush (Ex) Area 15 ft. by 15 ft. Small or smaller opponents take 2d8+16 points of bludgeoning damage and must succeed on a DC 28 Reflex save or be pinned.

Drifts of the Snail

Evocation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Medium 100 ft. + 10 ft./level

Area: One 5-ft. square/level, S

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call upon the power of Obad-Hai and conjure forth a great drift of snow, leaves, or smoldering ash.

Druids of Obad-Hai routinely evoke the drifts of their lord to delay their enemies, to buy themselves time in the face of a sudden threat, and simply to decorate their groves.

You create drifts of snow, leaves, or ash 3 feet thick. It costs 2 squares of movement to enter a drift-covered square. Additional effects apply based on the type of drift.

A snow drift ripples with freezing energy. Anyone moving through or

located in a snow drift, takes 3 points of cold damage each round.

If any part of a leaf drift comes in contact with fire (anything from a torch to a fireball will do), the whole drift instantly ignites. The heat from the burning leaves deals 2d6 points of fire damage to anyone in the drift.

An ash drift smolders with dying embers. Anyone moving through or located in an ash drift takes 3 points of fire damage each round.

Electric Vengeance

Evocation Electricity

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 immediate action

Range: 5 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As for lightning strikes you, this spell springs from your body and casts the creature back.

You can cast this spell only when another creature has just dealt hit point damage to you with a melee attack. When you cast *electric vengeance*, a blast of 1 glancing arc from your body into the subject's, the arc deals 2d8 points of electricity damage +1 point per caster level, maximum +10.

Electric Vengeance, Greater

Evocation Electricity

Level: Sorcerer/wizard 5

Saving Throw: Fortitude partial

This spell functions like *electric vengeance*, except as noted here.

This spell deals 5d8 points of damage +1 per caster level (maximum +15), and the target of the spell must succeed on a Fortitude save or be dazed until the end of your next turn.

Energy Aegis

Abjuration

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, DF

Casting Time: 1 immediate action

Range: Close 25 ft. + 5 ft./2 levels

Target: One creature

Duration 1 round

Saving Throw Will negates

Spell Resistance yes

A single spell ripple ripples energy
from the caster to all creatures
within 100 feet. The ripple
can be used to cast a spell or
to deal damage.

When a ripple is cast, the caster
must choose a spell or a cold
fire spell. A ripple can be used
to cast a spell or to deal damage
to creatures within 100 feet.

Life-Linking

Transmutation spell, 1st level, 100 ft.

Level 1st level, 100 ft.

This spell allows the caster to
link a creature's life force to his
own. The caster can then use
his own life force to heal the

Life-Linking

Transmutation spell, 1st level, 100 ft.

Level 1st level, 100 ft.

Example: The caster can use
this spell to link a creature's
life force to his own. The caster
can then use his own life force to

Level 1st level, 100 ft.

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Level 1st level, 100 ft.



The affected creatures gain vulnerability to that energy type. They take +50% damage from that energy type.

Arrange Material Component: A tiny wooden shield which the caster snaps

Etherealness

Transmutation

Level: Beguiler 5, cleric 5, sorcerer

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./level)

Target: One willing creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

With a single word and a quick wave of your hand, the creature disappears

The subject becomes ethereal until the end of its next turn. If at the end of the spell's duration, the subject creature rematerializes within a solid object or in an occupied space, it is hurled off to the nearest open space and takes 1d6 points of damage per 5 feet it traveled.

Explosive Rune Field

Transmutation

Level: Cleric 3, sorcerer, wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round, level

You infuse an area with arcane patterns that shift and slide along the ground. They seethe with arcane energy, and an

The tentacles have 10-foot reach and are innervate. Each round as a free action, starting on the turn when you cast the spell, you can direct each tentacle to attack one opponent within reach.

and strength core and each bludgeoning damage equal to

points + your Str modifier. The tentacles threaten the area within their reach unless they are Disarmed or a lack of

bonus on Climb checks.

Material Component: A piece of octopus, squid, or carrion crawler tentacle.

Explosive Rune Field

Conjuration (Fire)

Level: Sorcerer, wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round, level

Saving Throw: Reflex negates

Spell Resistance: No

You infuse an area with arcane patterns that shift and slide along the ground. They seethe with arcane energy, and an

This spell creates a hazardous field of energy similar to that created by an explosive runes spell. Unlike that spell, the runes created by this spell detonate when they come into contact with a living creature other than the caster. Any creature that begins its turn in the spell's area must attempt a Reflex save. On a failed save, the creature takes 4d6 points of fire damage.

Moving through the spell's area is hazardous at best. Creatures that move at their normal speed must succeed on Reflex saves to avoid the spell's explosive effects. Creatures that move at half speed through the spell's area can avoid the damage as they had succeeded on their saves.

Material Component: A piece of parchment scribed with runes. The runes must be drawn with silver-flecked ink.

Field of Resistance

Abjuration

Level: Sorcerer, wizard 5

Component: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered

on point in space

Duration: 1 round, level 10

Saving Throw: None

Spell Resistance: Yes

The air in this spell's effect shimmers with arcane energy. A buzzing sound echoes in your mind as the flow of

affected area chokes off and ends.



Illustration by V. Smith

This spell creates a zone that impedes the flow of magic. The energy of this zone clings to creatures and objects, granting them a shield against spells. All creatures in the spell's area gain spell resistance of 11 + caster level for as long as they remain in the area. If a creature already has spell resistance higher than this amount, this spell does not affect it. Unlike personal spell resistance, this spell resistance cannot be voluntarily lowered. A creature loses this spell resistance when it leaves the spell's area and gains it again if it returns.

Friend to Foe

Illusion Phantasm (Mind-Affecting)
Level: Bard 5, beguiler 5, sorcerer, wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, none of which are more than 30 ft. apart

Duration: 1 round/level (D, see text)

Saving Throw: Will negates

Spell Resistance: Yes

Your enemies transform into what they each hate the most, wildly turning against each other.

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and despicable, implanting an urge to kill and destroy the object of their ire. Orcs might see each other as elves or dwarves, demons might see angels, and so on. All subjects receive a Will save to see through the phantasm. Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

Material Component: A swath of white silk.

Halt

Transmutation

Level: Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates
Spell Resistance: Yes

You utter the word "Halt!" and, in that instant, the creature's feet stick to the floor.

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground, such as flying creatures, and the subject can still use a standard action if it has one available in this round to move by means of teleportation magic.

You can cast this spell even when it is not your turn, however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

Healing Spirit

Conjuration Healing

Level: Bard 4, cleric 4, druid 4, paladin 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One conjured healing spirit

Duration: 1 round/2 levels

Saving Throw: Will half (harmless, see text)

Spell Resistance: Yes (harmless, see text)

A 1-foot-diameter ball of light appears and moves by your command, healing those it touches.

You can use an incorporeal object of magical energy that appears in any square within range. This healing spirit resembles a 1-foot-diameter ball of light. It sheds bright illumination in a 10-foot radius and shadowy illumination for another 20 feet. A healing spirit cannot be affected by attacks or spells.

A healing spirit flies at a speed of 30 feet with perfect maneuverability. For one round you (at the spell) and at the start of your turn once per round thereafter, you can direct the healing spirit to move and touch a creature by entering its space. The spirit's touch carries positive energy, healing a living creature of 1d6 points of damage.

Since undead are powered by negative energy, a healing spirit damages them instead of healing them. The spirit can affect an unwilling target (such as an undead) by succeeding on an incorporeal touch attack, using your base attack bonus and a Strength bonus of +0. An undead creature hit by such an attack can use spell resistance against the effect and is allowed a Will save for half damage.

If a healing spirit travels farther from you than the spell's range, it winks out of existence and the spell ends.

Hesitate

Enchantment (Compulsion) Mind-Affecting

Level: Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D, see text)

Saving Throw: Will negates, see text

Spell Resistance: Yes

To the eyes of your enemy, you seem larger, powerful, and indomitable.

You fill a subject with doubts and misgivings, making it believe it is inferior to you. On a failed save, the subject can take no action other than a move action on its current turn. This spell confers no special bonuses for attackers attempting to hit the subject; the subject still defends itself. If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw to end the effect. If the save succeeds, the subject can then act normally.

You can cast this spell even when it is not your turn, however, you must cast it at the start of your opponent's turn to gain the benefit.

Hunter's Eye

Divination

Level: Ranger 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your vision shifts for a moment. When it clears, you can see through your enemies' skin to spot their arteries, organs, and other vulnerable points.

You slice into a foe with uncanny precision, allowing you to strike a foe's vulnerable points and deal extra damage. This spell grants you the sneak attack ability. You deal an extra 3d6 points of damage per three caster levels. If you already have the sneak attack ability, this damage stacks with it.

Increase Riot

Enchantment (Mind-Affecting)
Level: Bard 5, beguiler 5, sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You sow discord among your enemies, sparking them to physical violence.

Each creature that fails its saving throw attacks the nearest creature on its next turn, whether friend or foe. An affected creature attacks with whatever weapon is in hand, or with natural weapons. An unarmed creature attacks with an unarmed strike. An affected creature not already adjacent to another creature will move or, if possible, charge the nearest creature. If the nearest creature is not within range of a charge, the subject moves toward the nearest creature along the most efficient route.

Increase Violence

Transmutation

Level: Assassin 2, bard 2, blackguard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Vial of poison or creature touched

Duration: 1 minute (see text)

Saving Throw: None

Spell Resistance: No

Ribbons of green and black energy curl off your hand and pass into the vial or creature you touch.

You make the poison in a vial or a creature more lethal. The DCs for all saving throws against the poison increase by 2.

Material Component: Licorice root

Inevitable Defeat

Enchantment (Compulsion) (Mind-Affecting)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None and Will negates, see text

Spell Resistance: Yes

You touch the creature with your hand, and it enters on the edge of unconsciousness.

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage. No saving throw is allowed against this effect. Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage. If the saving throw is successful, the damage for that round is negated and the spell ends.

Insight of Good Fortune

Divination

Level: Bard 2, cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss a small golden die. It rolls toward the creature you choose, then disappears in a tiny golden flash of light.

The subject of the spell becomes unusually lucky. Once during the spell's duration, when he makes an attack roll, skill check, saving throw, or ability check, he rolls twice and

takes the better result. He must choose to use this ability before the check is attempted, and the spell expires once the second die is rolled.

Material Component: A gold die worth 20 gp.

Invest Heavy Protection

Conjuration (Healing)

Level: Cleric 5

This spell functions like invest light protection, except that it cures 5d4 points of damage (+1 per two caster levels, maximum +12) and grants damage reduction 5/evil. Undead creatures take an extra 5 points of damage from any weapon or physical attack capable of overcoming good damage reduction.

Invest Light Protection

Conjuration (Healing)

Level: Cleric 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Will half (harmless)

see text

Spell Resistance: Yes (harmless)

see text

You invest a creature with an infusion of divine energy. *Protectio debita dicitur*, which the powers grant to firm clips want off but no injuries.

You heal a living creature you touch of 1d4 points of damage (+1 per two caster levels, maximum +3). In addition, the creature touched gains damage reduction 1/evil for 1 minute.

Like cure light wounds, this spell deals damage to undead creatures instead of curing them. In addition, on a failed save, undead creatures take an extra 1 point of damage from any weapon or physical attack capable of overcoming good damage reduction for 1 minute.

Invest Moderate Protection

Conjuration (Healing)

Level: Cleric 3

This spell functions like invest light protection, except that it cures 3d4 points of damage (+1 per two caster levels

maximum +6 and grants damage reduction 3 evil Undead creatures take a maximum of 1 point of damage from any physical attack capable of overcoming good damage reduction.

Keigore's Fire Bolt

Concentration: Evocation, Fire
Level: Duskblade 1, sorcerer/wizard 1
Components: V, S, A
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: See text

This spell creates a bolt of fire that strikes the target and deals damage. The bolt is made of fire and is as hot as the sun. The target must make a Reflex saving throw to avoid taking half damage.

This spell can be used to create a fire bolt that strikes the target and deals damage. The bolt is made of fire and is as hot as the sun. The target must make a Reflex saving throw to avoid taking half damage.

Material Component: A handful of

Key: 1st level, M, S, A
Level: Sorcerer/wizard 1
Components: V, S, A
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft. radius spread
Duration: 1 round/level
Saving Throw: None
Spell Resistance: See text

With a gesture, you create a cloud of flaming, blue mist. The light in the area is dim as the mist appears, and a

With a gesture, you create a cloud of flaming, blue mist. The light in the area is dim as the mist appears, and a

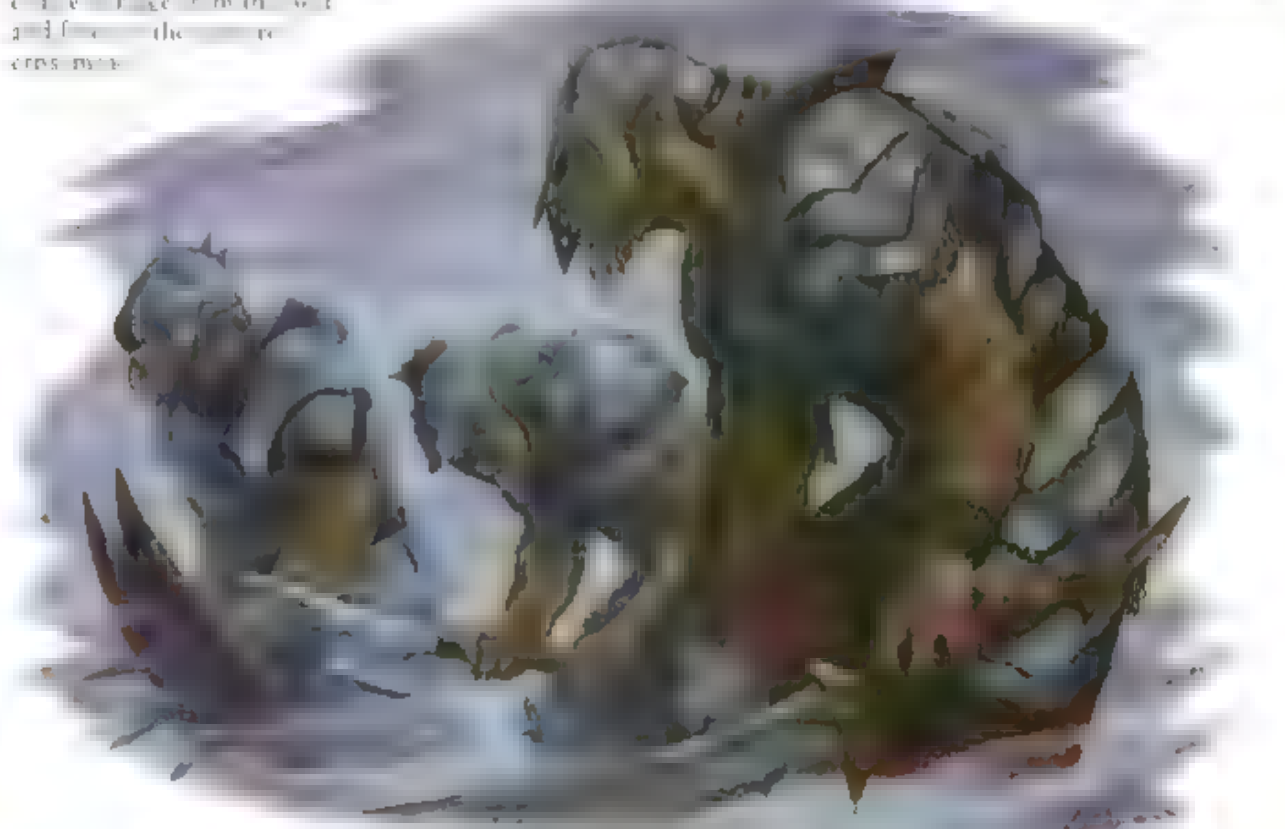
points of damage dealt to the target. The target must make a Reflex saving throw to avoid taking half damage.

Legion of Sentine

Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft. radius emanation centered on a point in space
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell creates a legion of sentine that attacks the target. The sentine are made of fire and are as hot as the sun.

A legion of sentine appears in each of the four corners of the target's space. A swirling fire of sentine appears in each of the four corners of the target's space.



threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level, and an Armor Class of 25. It makes saving throws or checks with a bonus equal to your caster level.

Material Component: A pewter swordfighter miniature figure.

Linked Perception

Divination

Level: Druid 2, ranger 1

Components: V, DF

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft. radius emanation centered on you

Duration: 1 minute/level D

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your senses are muted for a moment, but when they clear, your sight and hearing are improved.

This spell imparts to all allies in its area a shared awareness of their surroundings. Each ally in the area (including yourself) gains a +2 bonus on Spot and Listen checks per each ally in the area. For example, if you and three allies are in the area, each of you gains a +6 bonus.

Longstrider, Mass

Transmutation

Level: Druid 5, ranger 4

Components: V

Casting Time: 1 swift action

Range: 60 ft.

Area: 60-ft. radius emanation centered on you

Duration: 1 hour/level D

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Reality bends at your behest, speeding up your allies.

All allies in the area gain a +10-foot enhancement bonus to their speed.

Luminous Assassin

Conjuration (Summoning)

Level: Sorcerer/wizard 5

This spell functions like *lesser luminous assassin*, except that the assassin has the statistics provided below.

LUMINOUS ASSASSIN CR 3

Male human rogue 3

N Medium humanoid (human extraplanar)

Init +6; Senses Listen +6, Spot +6

Languages Common, Dwarven, Elven

AC 16, touch 12, flat-footed 14; Dodge Mobility

(+2 Dex, +3 armor, +1 shield)

hp 16 (3 HD)

Resist evasion

Fort +3, Ref +6, Will +2

Speed 30 ft. (6 squares)

Melee mwk rapier +4 (1d6+1/18-20)

Ranged mwk shortbow +5 (1d6-1/x3)

Base Atk -2; Grp +3

Atk Options sneak attack +2d6

Combat Gear *potion of cure moderate wounds*, *potion of darkvision*

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8

Feats Dodge, Improved Initiative, Mobility

Skills Appraise +8, Balance +8, Disable Device +8, Escape Artist +8, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Search +8, Spot +6, Tumble +8

Possessions combat gear plus masterwork studded leather armor, masterwork rapier, masterwork buckler, cloak of resistance +1, masterwork shortbow, 200 gp

Luminous Assassin, Greater

Conjuration (Summoning)

Level: Sorcerer/wizard 7

This spell functions like *luminous assassin*, except that the assassin has the statistics provided below.

LUMINOUS ASSASSIN CR 5

Male human rogue 5

N Medium humanoid (human extraplanar)

Init +7; Senses Listen +8, Spot +8

Languages Common, Dwarven, Elven

AC 17, touch 13, flat-footed 14; Dodge Mobility, uncanny dodge

(+3 Dex, +3 armor, +1 shield)

hp 25 (5 HD)

Resist evasion

Fort +3, Ref +8, Will +

Speed 30 ft. (6 squares)

Melee mwk rapier +5 (1d6+1/18-20)

Ranged +7 shortbow +7 (1d6+1/x3)

Base Atk +3, Grp +4

Atk Options sneak attack +3d6

Combat Gear *potion of cure serious wounds*, *potion of darkvision*

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8

SQ trap sense +1

Feats Dodge, Improved Initiative, Mobility

Skills Appraise +10, Balance +11, Disable Device +10, Escape Artist +11, Hide +11, Listen +8, Move Silently +11, Open Lock +11, Search +10, Spot +8, Tumble +11

Possessions combat gear plus masterwork studded leather armor, masterwork rapier, masterwork buckler, cloak of resistance +1, +1 shortbow, 200 gp

Luminous Assassin, Lesser

Conjuration (Summoning)

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium 100 ft. + 10 ft./level

Effect: One summoned assassin

Duration: 1 round/level

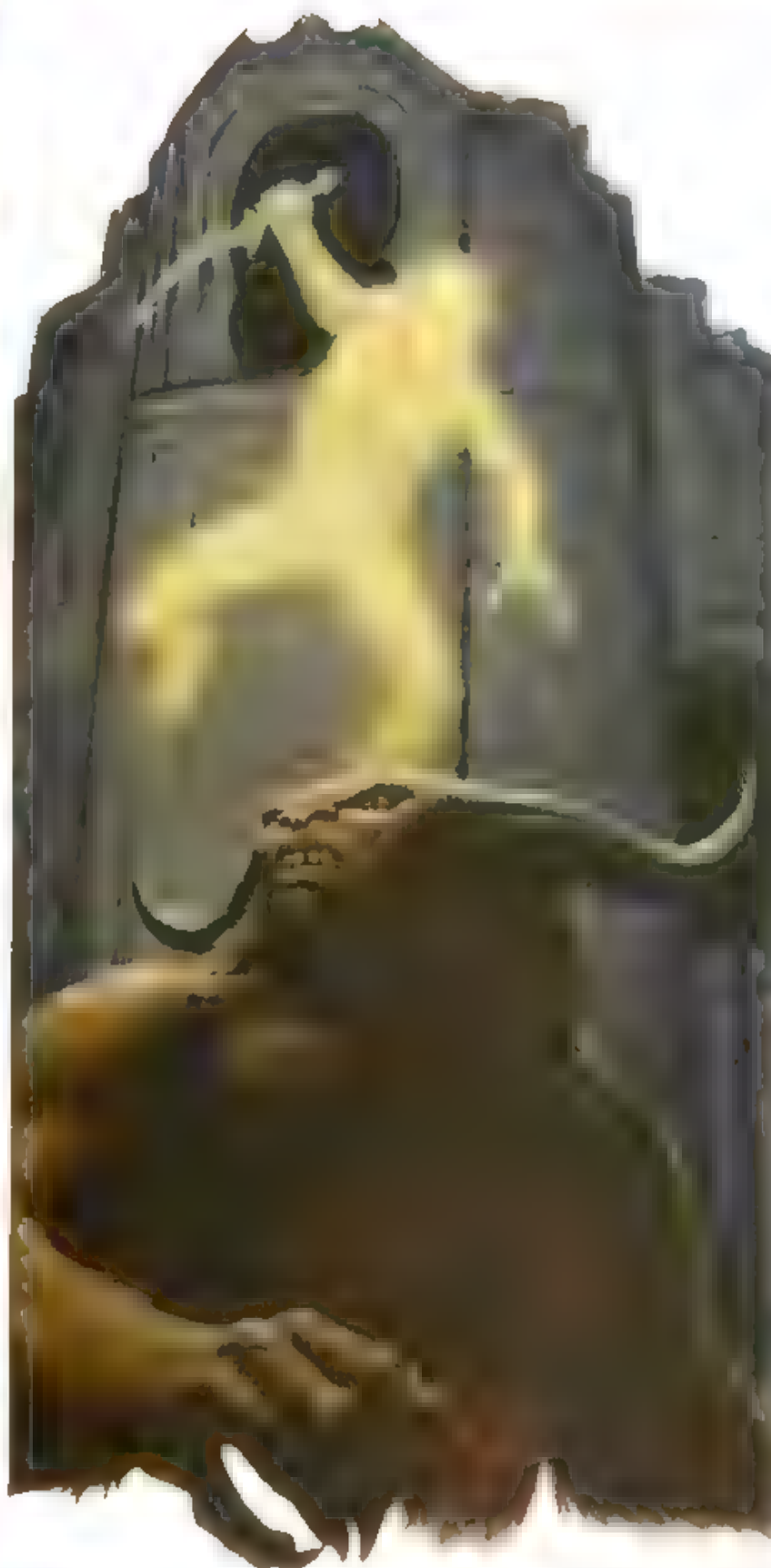
Saving Throw: None

Spell Resistance: No

You conjure a vaguely humanoid being composed of yellow light. It wields a radiant blade and moves with unearthly grace.

A lesser luminous assassin appears above one creature within range and drops onto it, slashing and stabbing. The assassin attacks as it falls, and the target creature is considered flat-footed against this initial attack. Place the assassin in any square adjacent to the creature that can hold the assassin. The assassin's statistics are provided below.

After its initial attack, a *luminous assassin* attacks its target every round, taking its turn after your turn is completed. It fights intelligently and does not need to be directed by you. If the creature flees, the assassin pursues it to the best of its ability. If the creature dies or escapes, the assassin waits for you to direct it to another creature (a free action). You cannot command the assassin to do anything except attack creatures or wait (do nothing but defend itself), nor can you direct



to attack another creature if the normally targeted creature still lives and is within the spell's range.

The assassin and all its posses- sions vanish when the spell's duration expires.

Tags: A serrated dagger.

LUMINOUS ASSASSIN CR 1

Male human rogue 1

Size Medium humanoid (human)
ev. rap. anar

Int +6 **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Elven

AC 15 touch 13 **Dodge**

hp 7 (1 HD)

Fort +1 **Ref** +4 **Will** +0

Speed 30 ft. (6 squares)

Melee mwk rapier +2 (1d6+1/18–20)

Ranged mwk shortbow +4 (1d6/x3)

Base Atk +0 **Grp** 0

Atk Options sneak attack +1d6

Combat Gear *potion of cure* gh wounds

Abilities Str 12, Dex 15, Con 13, Int 12, Wis 0, Cha 8

Feats Dodge, Improved Initiative

Skills Appraise +6, Balance +6, Disable

Device +6, Escape Artist +6, Hide

+6, Listen +4, Move Silently +6

Open Lock +6, Search +6, Spot +4, Unble +6

Possessions *common great* pos-

sess, *common* *shortbow*, *mwk*

mwk rapier, *masterwork*

shortbow, *mwk*

Magical Properties

Component Healing

Level 1st **cleric 5, druid 5**

Components V, S, M

Casting Time 1 standard action

Range 20 ft.

Area 20 ft. *radius* *centered on you*

Duration 1 round **level**

Saving Throw: None

Spell Resistance: No

You alter the flow of magic about your body

When you cast this spell

you heal 1 hit point per level of the caster. The effect of each spell cast is resolved prior to your receiving the healing.

Material Component: A spellbook prepared with the component.

Mana Flux

Abjuration

Level: Cleric 5, sorcerer, wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The air crackles and warps as you flood the area with unstable, disrupting magical energy.

The light shed by a continual flame tower flutters wildly, while your magic items hum and vibrate.

This spell creates a field of unstable magical energy. Any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability, or manifest a psionic power in the spell's area has a 20% chance of failure. Spell completion items, such as scrolls, also have this failure chance. If a creature within the spell's area has a spell failure chance due to some other source, such as wearing armor, check each source of spell failure chance separately. Feats and abilities that reduce the chance of spell failure due to armor have no effect on this field.

A failed spell uses up a spell slot or other resources as appropriate. Magic items do not have a chance of failure, since the power invested in them is too ingrained to be disrupted by this spell.

Mark of Doom

Necromancy

Level: Cleric 3, paladin 7

Component: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a mighty invocation to your deity, you mark a creature as a target of your holy judgment. The ground shakes, the air grows still, and all world animals stir. The air becomes suddenly quiet and fearful as your deity passes judgment upon the target.

This spell marks an opponent as an enemy of your faith, one who must pay for his transgressions. As long as the subject insists on fighting, it suffers divine punishment from your deity. The subject of this spell takes 1d6 points of damage each time it casts a spell that causes damage or disables a creature, makes a melee or ranged attack, or uses spell-like or supernatural abilities to harm other creatures.

The subject of this spell must have an alignment that opposes yours on at least one axis—evil if you are good, lawful if you are chaotic, and so on. For example, a chaotic good cleric can place a mark of doom upon a lawful good, lawful evil, or neutral evil opponent. A neutral caster can use this spell against any good, evil, lawful, or chaotic foe.

Mark of Judgment

Necromancy

Level: Cleric 2

Component: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature, 3 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You call upon your deity to mark your foes as enemies of her faith. Divine energy surges through the area, and for a brief moment a holy symbol of your deity shines from the forehead of each targeted creature.

You and your allies see the mark of judgment put on a creature and know to strike it in preference over other unmarked targets. Whenever a creature succeeds on a melee or ranged attack against any subject of a mark of judgment spell, that attacker heals 2 points of damage.

The targets of this spell must have an alignment that opposes yours on at least one axis—evil if you are good, lawful if you are chaotic, and so on. For example, a lawful good cleric can place a mark of judgment upon a chaotic good, chaotic neutral, lawful evil, neutral evil, or chaotic evil opponent. A neutral caster can use this spell against any good, evil, lawful, or chaotic foe.

Master's Touch

Divination

Level: Bard 2, cleric 2, sorcerer, wizard 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a mere utterance, you grant the creature special insight into how best to complete a task at hand.

You cast this spell immediately before the target makes a skill check. The subject envisions how a master might accomplish the same task, gaining a +4 insight bonus on its skill check. Master's touch has no effect on skill checks that represent effort over more than 1 round of time (Craft checks, for example).

Melf's Unicorn Arrow

Conjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Targets: One creature or up to five creatures, no two of which are more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The shimmering, transparent form of a unicorn flies forth, and its corporeal horn lowered in a charge against the target.

A translucent unicorn shape appears in midair and speeds toward the target of this spell. If you succeed on a ranged touch attack, the horn slams into the target and deals 1d8+8 points of damage. In addition, the target is subject to a bull rush and must make a Strength check (with appropriate modifiers for a bull rush) against a DC of 21. If the check is failed, the subject is pushed back 5 feet plus 5 feet for every 5 points by which it failed the check.

You can conjure an additional unicorn for every three caster levels beyond 3th, up to five at 17th level. You can have them strike a single creature

or several creatures, but each horn can strike only one creature. You must designate targets before you make your attack rolls. A creature struck by more than one horn is only required to make one Strength check to avoid the bullrush, but the DC of the check increases by 2 for each horn beyond the first that strikes.

Focus: An ivory replica of a unicorn. 25 gp.

Meteoric Strike

Transmutation [Fire]

Level: Cleric 5, druid 4, paladin 4

Components: V, S

Casting Time: 1 swift action

Range: 0 ft.

Target: Your melee weapon

Duration: 1 round or until discharge

Saving Throw: None or Reflex half (see text)

Spell Resistance: See text

Your melee weapon bursts into orange-red, and gold flames, and shining sparks from its walls.

Your next successful melee attack deals extra fire damage equal to 1d6 points + 1d6 points per four caster levels. In addition, the flames splash into all squares adjacent to the target. Any creatures standing in these squares take half damage from the explosion with a Reflex save allowed to halve this again. If a creature has spell resistance, it applies to this splash effect.

You are not harmed by your own meteoric strike.

You can cast *meteoric strike* before you make an unarmed attack. If you do, your unarmed attack is considered armed.

Mirror Image, Greater

Illusion [Figment]

Level: Bard 4, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal, see text for *mirror image* (PH 254)

Target: You

Duration: 1 minute level 4

Several illusory duplicates of you pop into being.

This spell functions like *mirror image* except that an additional image is created in each round after the first up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

Mystic Aegis

Abjuration

Level: Cleric 4

Components: V, DF

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

A murmur of scintillating, multicolored light appears around you to block the spell from leveling at you.

You cast *mystic aegis* immediately when you are targeted by a hostile spell. You gain spell resistance equal to 12 + your caster level against that spell.

Mystic Surge

Universal

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You utter a phrase and magical power flows to swell within you.

The subject of *mystic surge* is able to channel a greater amount of magical energy into the next spell it casts before this spell's duration expires. That spell's save DC increases by 2 and its effective caster level increases by 1.

Overwhelm

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates
Spell Resistance: Yes

You grip the creature's head, and surge of chaotic energy overwhelms its senses.

With a touch, you deal nonlethal damage to the subject equal to the creature's current hit point total.

Phantom Battle

Illusion [Figment]

Level: Bard 3, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an illusory horde of many, many soldiers and proud knights in armor, ready to battle creatures on the battlefield. They move cautiously as they are caught up in the phantom melé.

This spell creates the illusion of a fierce battle. Your enemies move cautiously and pass up the opportunity to strike their foes, since the roar and confusion of the battle distracts them.

All creatures within the area of the spell inhibit their saving throws; cannot make attacks of opportunity. In addition, all creatures within the area are considered flanked. A creature ignores these effects when it leaves the spell's area. If a creature reenters the spell's area after leaving it, the creature can attempt another save to resist the spell if its initial save failed. A creature that enters the area for the first time after the spell is cast must also make a saving throw to resist the effect.

A *phantom battle* spell produces noise appropriate to a mob of creatures locked in battle. Anyone in the battle can plainly see that the conjured fighters are no threat, since they strike solely at other phantom warriors, but the din, tumult, and confusion make it difficult to focus on the true foes at hand. A creature that succeeds on its save can still see the spectral outline of the illusion, but is able to block out the distraction and fight as normal.

When you cast this spell, you can choose for it not to affect a number of allies you designate less than or equal to your

Plague

Necromancy (Evil)

Level: Cleric 7, druid 7, sorcerer/wizard 8

Components: V, S

Casting time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your skin crawls as you utter the words. The air around you is filled with a dreadful malady.

The subjects contract a disease selected from the table below, which strikes immediately (no incubation period). The disease progresses rapidly: the subjects must attempt additional saves each round instead of each day. Use plague's DC for all saves. See page 292 of the *Dungeon Master's Guide* for more information on these diseases.

| Disease | Damage |
|-------------------|------------------|
| Blinding sickness | 1d4 Str* |
| Cackle fever | 1d6 Wis |
| Fifth fever | 1d3 Dex, 1d3 Con |
| Mindfire | 1d4 Int |
| Red ache | 1d6 Str |
| Shakes | 1d8 Dex |
| Slimy doom | 1d4 Con |

*Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the plague spell's save DC) or be permanently blinded.

Prismatic Mist

Evocation

Level: Sorcerer/wizard 3

Components: V

Casting time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius spread

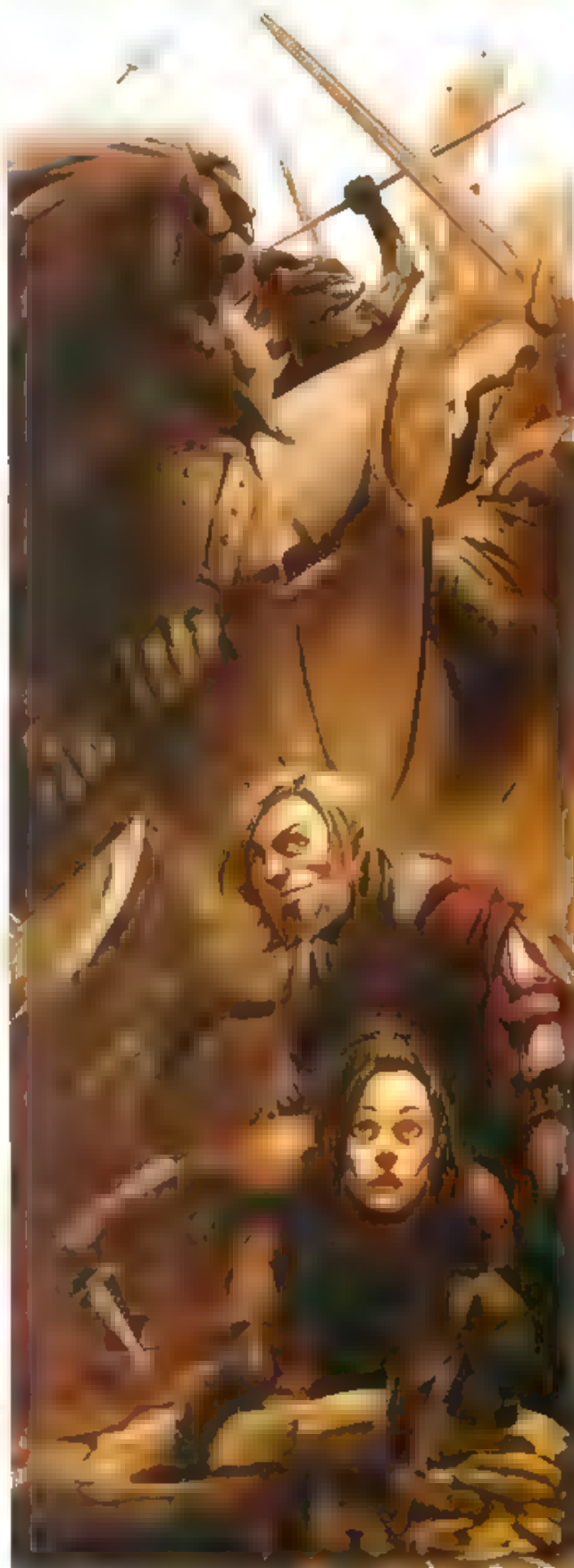
Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You call forth a thin, multi-hued mist that fills the area. Sunbeams and lights, no brighter than candles, drift lazily throughout the mist.

The mist is too thin to obscure vision or provide concealment, but walking through it is hazardous. Each round, a creature that begins its turn in the area of the spell or that enters the mist must make a Dexterity check or suffer one or more of the following effects:



based on the (random v. determined) color of the mist in the area around the creature.

Consult the table below to determine the color of the mist and its effect.

| d8 Color | Effect |
|---------------------------------------------------------------------|----------------------------------------------|
| 1 Red | 1d4 points fire damage |
| 2 Orange | 1d6 points acid damage |
| 3 Yellow | 1d8 points electricity damage |
| 4 Green | Poison: 1d4 points Str damage (Fort negates) |
| 5 Blue | Slowed for 1 round |
| 6 Purple | 1d6 points necrotic damage |
| 7 Violet | Dazed for 1 round |
| 8 At the junction of two colors: roll twice more per game 8 results | |

Pulse of Hate

Neutrality [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanates from you.

Duration: 1 round/level

Saving Throw: Will (half)

Spell Resistance: Yes

A red light pulses at your feet, sending malign waves of energy through the area and damage your enemies.

Starting in the round you cast it, *pulse of hate* deals 2d6 points of unholy damage per round, on your turn, to all enemies in the area.

Arcane Material Component: A heart-shaped black diamond.

Radiance

Evocation [Good, Light]

Level: Cleric 5, druid 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius emanates from you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A brilliant light emanates from your body.

For the duration of this spell, you and all creatures within 60 feet are uncomfortable. The illumination within the area is bright, the equivalent of a daylight spell. Undead in the area are dazzled for as long as they remain in the area.

Radiance counters or dispels any darkness spell of equal or lower level.

Ray of the Python

Evocation

Level: Bard 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute

Saving Throw: Reflex (negates; see below)

Spell Resistance: Yes

A ray of pulsing yellow light springs from your hand. It strikes with a crackling sound like lightning, and ignites a ropey strand of arcane energy.

This spell creates a ropey strand of arcane energy that restricts a creature's movements. A creature struck by the strand must make a Reflex saving throw each round. If it fails, it is slowed for 1 round. The creature's speed is reduced by 10 feet.

A creature can save at the start of its turn in each round that it is slowed. The creature must save to resist the spell's effects. If it fails, the creature ignores the spell's effects for that round. It must make a new saving throw and regain the resistance of a previous save.

Reg

Conjuration [Teleportation]

Level: Bard 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You teleport your companions to your side.



Each subject of this spell teleports to a square adjacent to you. If those squares are occupied or cannot support the teleported creatures, the creatures appear as close to you as possible, on a surface that can support them, in an unoccupied square.

Renewed Vigor

Transmutation

Level: Bard 5, cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius burst centered on you

Duration: Instantaneous; see text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

With a word and a gesture, you infuse an area with a soft golden

second wind.

When you cast this spell, you remove the fatigued condition from any creature in the area and cause exhausted creatures to become

fatigued. In addition, affected creatures gain a +2 bonus to Constitution for round per caster level.

Righteous Burst

Evocation (Good)

Level: Cleric

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: None or Will half

(see text)

Spell Resistance: Yes

Holy light blasts from your upraised fist.

This spell heals every ally in the area of 1d8 points of damage +1 per caster level (maximum +35). Every enemy in the area takes 1d8 points of damage +1 per caster level (maximum +35).

Enemies are allowed Will saves to halve the damage.

Material Component: A handful of silver dust, worth 15 gp.

Rouse

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft.)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a loud snap of your fingers, you can awaken any sleeping creatures in the spell's area to awaken.

This spell has no effect on creatures that are unconscious due to being reduced to negative hit points, or that have taken nonlethal damage in excess of their current hit points.

Scattering Trap

Conjuration (Teleportation)

Level: Sorcerer/Wizard 3

Components: V, S, M



Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 5-ft. square, 2 levels
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

Areas you designate on the floor!

This spell imbues a number of 5-foot squares you designate with a teleportation trap. A creature moving through one of these squares and failing its saving throw is teleported 4d6 squares in a random direction (use the Missing with a Thrown Weapon diagram, PH, 58). If reaching the destination involves teleporting the subject into a solid object, such as within a wall, the subject is forcibly shunted into the nearest open space and takes 1d6 points of damage.

When you cast this spell, the 5-foot squares you designate do not have to be adjacent but must all be within 30 feet of one another.

Material Component: A pinch of dandelion seeds.

Stinging Ray

Evocation

Level: Druid 1, Sorcerer 1, Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1

Duration: Instantaneous, see text

Saving Throw: None

Spell Resistance: Yes

A ray of electricity surges from your fingertip, strikes a creature, and its action ceases. The ray also carries other ingredients on its way toward the target.

You create a ray that deals 4d6 points

of damage to a creature.

The ray also carries other ingredients

on its way toward the target.

The ray also carries other ingredients

on its way toward the target.

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on its way toward the target.

The ray also carries other ingredients

on its way toward the target.

In addition to the damage it deals, the ray creates a link of energy between you and the subject. If this link strikes a target and deals damage, the link is broken. The link also carries other ingredients on its way toward the target. If you cast this spell again while the link is still active, the new link overlaps the duration of the previous casting. The duration of the new link overlaps the duration of the previous casting. The duration of the new link overlaps the duration of the previous casting.

Stare Talents

Transmutation

Level: Bard 1, Cleric 1, Sorcerer 1, Wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: One willing creature/round

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



You cast this spell on two subjects within 100 feet of you. The subjects then become linked together by a mystical link.

When you cast this spell on two subjects you create a mystical link between them. For the duration of the spell, the subjects gain a +2 bonus on any skill checks they make, as long as at least one of the characters has 1 rank or more in the skill. In addition, if either character has ranks in a skill that is not normally usable by untrained characters, such as Tumble, the other character can make untrained checks using that skill.

Material Component: A knotted rope.

Sonic Dispel

Aburation: Evocation
Level: Duskblade 5, sorcerer/wizard +
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One creature or 20-ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You rip away the spell energy not used within a creature, turning it into a harmful burst of energy that burns into the creature before it escapes.

This spell functions like *dispel magic* (PH 223), except as noted here. Any creature that has a spell effect removed from it takes 2 points of damage per level of the dispelled effect. If a creature is under the effects of multiple spells, it takes damage for each one.

Sonic Shield

Evocation
Level: Bard 3, duskblade 5, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

The air around you shifts and shimmers as a field of pure sonic energy forms before you. This shield reveals and attacks with a blast of energy that sends the attacker stumbling backward.

This spell grants you a +4 deflection bonus to AC. In addition, anyone who successfully hits you with a melee attack takes 1d8 points of sonic damage and must make a Fortitude saving throw or be knocked 5 feet away from you into an unoccupied space of your choice. If no space of sufficient size is available for it to enter, it instead takes an extra 1d8 points of sonic damage.

Stand

Conjuration (Teleportation)
Level: Duskblade 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing prone creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single sharp command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Stay the Hand

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, beguiler 2, cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your words invoke compassion and mercy in the mindless.

If the target creature fails its save against stay the hand, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intent on to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise, the subject of this spell can redirect a spell that had been targeted on you, but it must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

Stifle Spell

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature casting a spell

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

As the creature casts a spell, you utter a simple magical phrase that momentarily muffles it.

You cast this spell to distract another creature as it attempts to cast a spell. The target must succeed on a Concentration check (DC equal to 14 + your key

ability modifier + the level of the spell being cast) to ignore the distraction, or else it loses the spell.

Stretch Weapon

Transmutation

Level: Bard 2, cleric 2, duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: 0 ft.

Target: Melee weapon wielded

Duration: One attack

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

With a single utterance, the weapon in your hand elongates and becomes awkward or awkward.

The affected weapon stretches, extending toward its target, though it can be wielded normally. The spell adds an additional 5 feet of reach to a melee weapon for a single attack.

Summon Golem

Conjuration (Summoning)

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, F

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You wave your hand over a lump of flesh, clay, stone, or iron, which instantly becomes a golem of similar substance appears in a flash of light to serve you.

You summon a flesh, clay, stone, or iron golem. The golem begins acting at the start of your next turn and follows your simple commands.

The golem disappears when it is destroyed or when the spell's duration expires.

Notes: A small lump of preserved flesh, dried clay, unworked stone, or iron ore

Sure Strike

Enchantment

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or until discharged

You gain a fleeting glimpse into the future, enough to guide your impending attack.

You cast this spell immediately before you make an attack roll. You can see into the future for that attack, granting you a +1 insight bonus per three caster levels on your next attack roll.

Thunder Field

Evocation

Level: Bard 4, druid 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

The air around you crackles with the distant boom of thunder. A dome of translucent golden energy surrounds the spell's area. The dome shakes and rattles, and the muffled sounds of explosive blasts echoes from it. Any creature within the dome is teleported into the air by the powerful, catastrophic blasts.

This spell creates an area of turbulent, sonic energy. For the duration of the spell, any creature that starts its turn in the spell's area must make a Fortitude save or take 1d8 points of sonic damage. In addition, affected creatures must make a Reflex save or be knocked prone. If a creature is already prone, failing this save has no effect on it.

Toxic Weapon

Conjuration (Creation)

Level: Duskblade 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Piercing or slashing weapon touched

Duration: 1 hour or until discharged

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

When you cast this spell, you can
the ranger weapon with poison. The
next successful melee attack with
the weapon inflicts 50 poison. The
poison also kills people of "insured"
condition immediately and any other
14 months of "insurance" damage
more get to a insurance of damage
can be equivalent to a save DC
equal to 10 + save save DC

It then will not have a second chance. As a result, the power becomes inert and evaporates.

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

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$$1. \text{Level} = \text{size} - \text{level} - \text{size}(\text{left}) + 1$$

(Components 1 & 2)

Casting time 1 second

Range reversal

Target Y

Duration: not less than 10

When we consider the role and importance of the
 community in the development of the individual,
 we must not forget that the individual is also a
 member of the community.

Y take on the form $\mu_0 + \beta_1 x_1 + \beta_2 x_2 + \dots + \beta_k x_k + \epsilon$, where ϵ is a random variable with mean 0 and variance σ^2 . You can also temporarily put the error term to the side and see the effect of the explanatory variables on the dependent variable. Then, you can put the error term back in and see how the explanatory variables affect the error term.

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1. Mr. and Mrs. J. H. Smith

APPENDIX

Level Bar 1, beginner 2 soccer

$$v \neq r_i \}.$$

Components 1 4

Casting time 1 s and 2 s at 120 °C

Range (40 50 60 70 80 90 100)

Target 10 is temperature

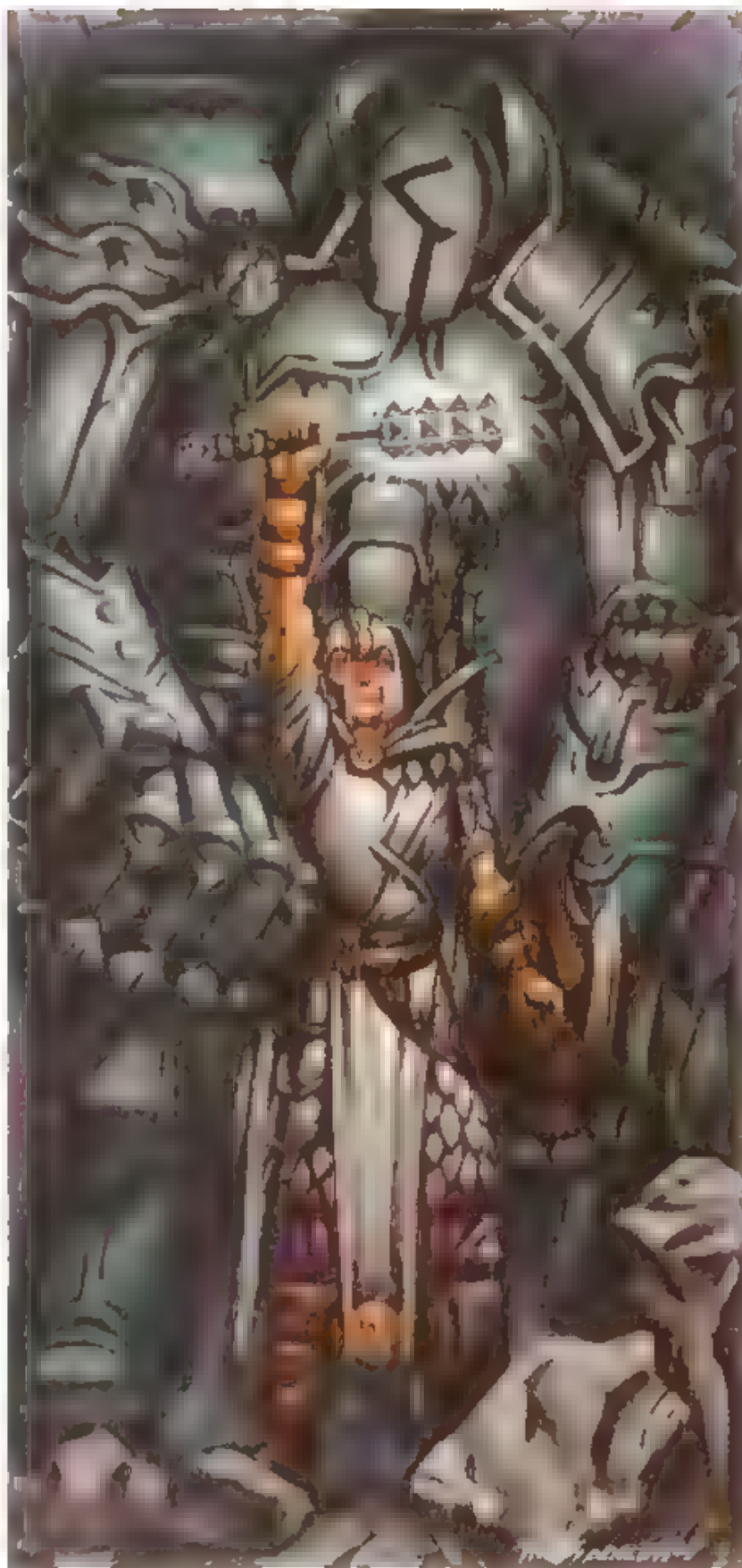
Duration: 1 hr 15 min.

Saving Throw While Idle

↓pel. Resistance ↓

$$Y_{\alpha} = Y_{\alpha}(\mathbf{r}, t) = \frac{1}{2} \left(\frac{1}{\rho} \frac{\partial \rho}{\partial t} + \frac{1}{\rho} \frac{\partial \rho}{\partial x} \frac{dx}{dt} \right) + \frac{1}{2} \left(\frac{1}{\rho} \frac{\partial \rho}{\partial y} \frac{dy}{dt} + \frac{1}{\rho} \frac{\partial \rho}{\partial z} \frac{dz}{dt} \right)$$

The sun is at its peak, the air is hazy as the ground seems to drip away beneath its heat. The subject has succeeded in a first dance check at the start of each turn, taking a move at a time.

[illegible]

If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While affected, the subject also takes a -2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

Vertigo Field

Illusion (Pattern).

Level: Beguiler 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You create a field of swirling patterns of color, light, and motion. Creatures in the area stagger as the barrage of sensations overwhelms their senses and leaves them overcome with vertigo.

This spell creates a field of illusory magic that hampers the movement and senses of any creature that enters it. The area within the field counts as difficult terrain. Attacks made through or from inside the field have a 20% miss chance. A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round. Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for this nauseating effect not to apply to a number of allies you designate less than or equal to your caster level. Those allies still treat the vertigo field as difficult terrain and have the 20% miss chance on attacks.

Visions of the Future

Divination.

Level: Cleric 8

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level, or until discharged

You view events slightly before they happen, gaining time to react to them.

You gain a +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class. Once during the spell's duration, as an immediate action, you can choose to discharge the spell to gain a greater bonus. When you discharge the spell in this manner, you gain a sacred bonus on all saving throws and a dodge bonus to your Armor Class equal to 1/2 your caster level (maximum 25). This bonus lasts until the beginning of your next turn.

Whelm

Enchantment (Compulsion) (Mind Affecting).

Level: Beguiler 1, sorcerer/wizard 1

Components: S, V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You thrust one arm forward toward your target, palm open and fingers splayed. The creature reels as an intangible surge of power invades its mind.

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1st, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

Whelm Mass

Enchantment (Compulsion) (Mind Affecting).

Level: Beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a sweep of your arm, creatures reel as an intangible surge of magical power invades their minds.

This spell functions like *whelm* except that it affects multiple targets and it deals 1d6 points of nonlethal damage

per caster level to each subject, to a maximum of 10d6 at 10th level.

Whelming Blast

Enchantment (Compulsion) (Mind Affecting).

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You stretch your arms before you, spread your hands wide and unleash an intangible force of magical power that assaults the mind of the creatures within it.

You assault the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10th level) to each creature that fails its save.

Wrack Earth

Evocation (Earth).

Level: Druid 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: No

You stomp your foot, causing a shockwave to shoot out from you.

When you cast this spell, earth and stone blast upward along a 30-foot line, smashing creatures and knocking them out of the way. This spell deals 1d6 points of bludgeoning damage per caster level (maximum 15d6) to every creature it contacts and creates a 5-foot-wide mound of stone and rubble along the path of the line. Creatures within the area that fail their Reflex saves are moved to a random side of the rubble. The rubble created is difficult terrain that requires 2 squares of movement to enter. Creatures that succeed on their saving throws take half damage and are not moved by the mound of rubble.



our character is more than just a race, class, and level stapled together. At their best, D&D® characters are on par with characters in the best

books and movies. This is how you do it.

You have many options at your disposal when crafting your character's personality. You could invent an intriguing history for your character and allow his or her personality to follow naturally from that. You could imitate specific aspects of characters from books you've read or people you have seen, or real people you know. Whatever you choose, it's part to his or her background, personality type, and significant traits that give your character realistic depth and motivation. This chapter offers tools to create well-rounded characters with memorable personalities as well as advice on being a good player at the table.

CHARACTER BACKGROUND

Your character has a place in the fictional world of the D&D game. Whether you grew up on a farm, struggled for scraps of bread in an alleyway, or were raised by a pack of nomadic wolves, you had a life before you started walking the path of adventure. The following backgrounds can serve as inspiration for what your character's childhood and youth were like.

Each background includes several headers that describe how you can apply it to different parts of your character's life.

Youth: This section describes the typical experiences of a character who grew up in this background. It describes how that background shaped your early life.

Transition: Your background describes how you got your start in the world of adventure. This section describes how your background shaped your early life and became an adventurer.

At the Table: Your background shapes your outlook and your actions. This section discusses how your background might manifest when you roleplay your character.

ARTISAN

Apprenticed to a promising artisan, you worked hard throughout your childhood to develop the skills necessary to master your craft and make a good living in the world. Hours spent working in the shop alongside your master watching, assisting, practicing, and slowly gaining expertise in all aspects of your chosen craft allow you to truly appreciate the mastery that goes into every facet of the job. From the initial design to the final product, you are proud to have the skills of a true artisan.

Youth: Working in your master's shop was no day at the carnival. Early on, you spent most of your time sweeping and scrubbing floors, cleaning tools, carrying supplies, and preparing simple meals so your master could spend his time working on his craft.



Each time he gave you a task that seemed meaningless to the actual job at hand, more often than not it proved necessary to achieving his goal. As you completed these tasks, you would quietly watch your master, learning all you could from observation before he gave your next task.

Transition: What drove you from the comforting grip of the workshop to the world of adventure? Your motivation could come from within, or events beyond your control might have cast you into the role of an adventurer.

Perhaps the toil of the workshop grew tiresome. You always preferred tales of heroes, monsters, and ancient treasures to your master's long lectures on responsibility, technique, and craftsmanship. As soon as you had enough money saved, you left your master and took up training in your current class. Your master might still hold a grudge for your desertion, if he is powerful in his community or guild, you can expect trouble from him in the future.

If your master was cruel, life on the road could have been a better option than another year of slaving away in his shop. Undertired, beaten for the smallest infraction, and worked to the point of exhaustion, you didn't so much leave your craft as escape from it. Alone in the world and penniless, you learned enough to survive and eventually became an adventurer. Perhaps a kindly new master took you in, or you were drafted into military or religious service.

Artisans need peace and stability to make a living. A war, plague, or other calamity could have forced you onto the adventurer's path. If orcs sacked your home city and burned it to the ground, you could have become an adventurer out of necessity rather than any desire for glory. Perhaps you thirst for vengeance against the cruel tyrant who slew your master and smashed your dreams of becoming a respected artisan with a shop of your own.

At the Table: Comment on the craftsmanship of weapons and armor you find. A dwarf craftsman might take the time to wonder at the beautiful carvings on an ancient abandoned stronghold's walls. An elf artisan might be arrogant toward human goods. While other members of the party are excited at the magical properties of a sword, you find the excellent quality of its blade and the fine detailed work in its pommel worthy of comment. To you, a dungeon can also be a museum of an ancient civilization's artwork and craftsmanship.

ASCETIC

Sequestered in a convent, monastery, library, or school, you spent your youth in study, contemplation, and reflection. Through meditation, academic study, or prayer, you honed your passion for knowledge in the fire of your will. Through discipline and perseverance, you still constantly drive yourself to unlock lore, whether it is hidden in ancient texts or religious scripture or revealed through constant meditative practice.

Youth: As a child, you spent hours retrieving and cataloging tomes and scrolls for older scholars who left you to your own devices once they had the materials they sought. Spending these hours with little supervision, you learned the location of nearly every work stored in the library of the mountain abbey you called home. While at that age you couldn't fathom the mysteries stored within, you kept a mental tally of those that

interested you most. From time to time you would be sent to the kitchen for food, or to wash dishes, or to run any number of errands. Each such excursion away from the library that you had come to call home felt like a test—of your resolve to learn, of your desire to spend time only in the library, or simply of your youthful patience.

Transition: A scholar can only learn so much in a library surrounded by books. Your masters ordered you out into the world to experience its wonders firsthand. Having learned everything your masters can teach, you can never return home until your magic or ki is strong enough, or until you have surpassed your masters, or you have achieved enlightenment or ultimate arcane or divine power.

Alternatively, a rivalry or power struggle among your masters might have forced you out into the world. Your tutor or sponsor fell into disgrace or disappeared under mysterious circumstances. Without your master around, there was no longer a place for you. You still seek him, or at least to avenge him.

Perhaps rather than simply leaving your order, you were expelled. Scholarship demands innovation and forward thought, but your thoughts were too radical for your elders. Your ideas were deemed dangerous or subversive or heretical, forcing your exile. Maybe you delved into lore too dangerous for mere apprentices, such as spells to summon forgotten gods or bind demons. Perhaps a rival student framed you.

At the Table: You know a lot, and you aren't afraid to show it off. While others might refer to creatures by common names such as "kobold," "troglodyte," and "bugbear," you know the proper classification of each in Old Draconic. If you find an ancient library, a collection of scrolls, or even ancient murals and frescoes that depict myths and prehistorical events, you happily lose yourself in studying them even in the midst of a dungeon.

If you trained as a monk or cleric, the habits, beliefs, and ethos instilled in you by your upbringing play a major role in your life. For example, you might be a vegetarian if your sect forbids the eating of meat, and you aren't afraid to tell others of the superiority of your diet. You have an old saying or a bit of wisdom for every occasion. When faced with a tough decision, you turn to a religious book or similar manual for guidance. You quote scripture or your master's sayings to support your arguments and decisions.

DRIFTER

Home? What's that? You spent your entire life on the road, moving from town to town. You get by taking odd jobs—some less savory than others, or performing for a night's bed and food. People are your stock in trade; your keen understanding of their attitudes, behaviors, and desires keeps you employed and alive. When things go bad, it's time for you and yours to move on to the next town. Survival has always been your first priority, and you have become quite good at it.

Youth: As a child, you spent the majority of your days either on the road or performing odd jobs and running errands for your elders. You put any talents you had to work for you just to get by, and perhaps earn a little food or a few spare coins. You might have turned to crime when things became desperate, or you might have resisted all temptation no matter how bad things got.

You could have ended up on the road due to a number of reasons. You might have been separated from your family at a young age due to war or some other disaster. A plague could have left you a sole survivor and driven you from your hometown. Perhaps you grew up in an orphanage and ran away as soon as you were able. Your parents could have been wanderers themselves so that you never knew any other life, at first being carried on your mother's back and then later walking beside her.

Transition: Moving from the life of a scrounging drifter to that of an adventurer was easy for you. The skills you learned on the roads or in the alleys and taprooms of the world prove useful to any adventurer. Perhaps you managed a heist that scored you enough money to buy you thieves' tools, a weapon, and some armor. That single windfall was enough to transform you from just another wanderer to a skilled, armed adventurer.

You might have stumbled into the adventurer's life by accident. Seeking shelter from a storm, you entered a cave that turned out to be a monster's lair. You managed to slay the beast and afterward helped yourself to its treasure. Your first taste of adventure was frightening and exhilarating and profitable, and you developed a liking for the activity.

Adventure finds you as often as you find it. Perhaps monsters threaten the area you are traveling through, leaving you with a simple choice: fight, flee, or die. Maybe you've always tried to help others as you were passing through an area. Now that you're older, stronger, and more skilled, you can take a more active role in protecting the common folk and helping out where you can.

At the Table: You've done it all before, and your experience makes you calm in a crisis. When a sudden thunderstorm rolls in, you know how to find shelter. When it comes to surviving in the wilds or making your way through a city, you are a treasure trove of folktales, traveler's lore, and common sense. Worldly for your age, you aren't afraid to show off that knowledge in front of others. Sheltered people—those who grew up in far easier circumstances than you—earn your disdain if they can't keep up with you. You didn't grow up with much, but you learned to take care of yourself.

FARM HAND

Born and raised on the farm, you developed a keen understanding of agrarian life, as well as a strong work ethic. Accustomed to being up at dawn and asleep by dusk, you can track the seasons by touch and smell. You know the satisfaction of cultivating the earth on which you live, and you relish the responsibility of taking care of the animals that you depend on for food, clothing, and companionship. Some might consider this a simple life, but those who have that attitude know very little about how to work with the land or understand the respect necessary to coax it to bear fruit.

Youth: As a child, you hung upon the apron strings of those working in the home and hearth. You learned to clean the dwelling in which you lived, as well as cook for those who lived there with you. As you grew older, your daily chores became more complicated and laborious. From splitting and hauling firewood, feeding and cleaning up after the animals, and working the earth to produce the crops you need to live on, you learned

every aspect of farm life and grew to appreciate the hard work that was required just to put enough food on the table. In your free time you learned to fish and hunt, supplementing your daily diet with game from the nearby wood or stream.

Transition: Shifting from the humdrum life of a farmer to the exciting, deadly path of an adventurer was no easy change for you to make. You left behind generations of tradition to seek the adventuring life. Whether you were pushed into this decision or happily left your family's fields behind you, you know that you can never go back to that life again.

Life on the farm is never easy, and a cruel, demanding ruler only makes things worse. A distant war, a monarch obsessed with building monuments or enjoying the pleasures of the court, or a few years of insufficient rain and harsh winters. All these factors can drive a farmer to seek a better life. Perhaps the peasants and yeomen rose up in rebellion. You were one of the lucky ones who managed to escape when the king's men razed your village. You learned to handle a weapon in the uprising, and a slain mercenary raider's weapons and armor became your first set of adventuring gear. Maybe one day you'll return to avenge your family and friends, but until then you hone your skills.

Alternatively, you might have left the farm of your own free will. Maybe you weren't inclined to inherit any of your father's land, leaving you with little choice but to seek another option. Too ambitious to stay on the farm, at the first opportunity you headed for a life of adventure. Your family still lives in your old hometown, and maybe you visit from time to time or send them a few coins now and then to help out when the harvest is bad and times are tight.

At the Table: You are accustomed to hard work and have little patience for those who are lazy, negligent, or irresponsible. You have toiled for hours under a hot sun to feed your family, and you have no time for those who aren't willing to put out a similar effort.

When you and your companions enter a rural community, you're the best choice to serve as your group's spokesperson. You might not be the most elegant figure in the party, but you know how to talk with ordinary people. Despite the armor you wear, the weapons you carry, or the magic you command, at heart you're still one of them. Any threat to the common folk is likely to draw a sharp reaction from you.

GLADIATOR

Born a slave, you trained from an early age to fight with weapons or magic. Experts were brought in from all over the world to train you and your fellows in various forms of attack and defense, imparting to you a respect for cultures outside your own, as well as their methods of combat. Even as a young child, you were forced to fight in the arena against other children, as well as animals not considered a threat to older, more experienced gladiators. Given your innate sense of dramatic flair, you have come to enjoy the adulation of the crowd, as well as the respect of your peers.

Youth: Your daily routine began with a strict regimen of calisthenics followed by training in the pits. Every hour you trained with a different master, each focusing on different methods of fighting and teaching you ways to present yourself

CHARLES
L. M. A. S.

with a distinct theatrical air. After a noon meal, you were to sparring in the arena, focusing on different tactics and scenarios—some meant for the individual and some done in pairs, each gladiator working in tandem with another.

Transition: A gladiator revolt allowed you to break free of your masters. In a single night of carefully planned violence you turned the tables on your captors and made a daring escape. You were one of the lucky ones who made it out alive, but your former masters placed a price on your head. You have run far away, but who knows when a cunning bounty hunter or a vengeful tracker might find you? Thus, you keep to the road. You prefer never to talk about your past, and you make an active effort to disguise your true identity. Anyone who shows an unusual interest in you could be a threat.

Alternatively, perhaps you earned your freedom through your success in the arena. Even so, your past haunts you. Old rivals from your fighting days, relatives of opponents you killed, and cocky young brawlers seeking to make a name for themselves all seek you out with bloody intent. Your fame is an unwelcome burden, just as likely to bring you harm as earn favors.

Once you entered the wide world, you had few skills aside from those you learned in the arena and under the tutelage of the pit masters. Mercenary work didn't appeal to you, since you've already had your fill of demanding masters. As an adventurer, you can risk your life as you choose and for your own profit. Life is no better this way.

At the Table: You are an expert on weapons, armor, and fighting styles. When you size up others, you look at them in terms of their fighting ability. You collect trophies from fallen enemies both to respect the talent they displayed in standing against you and to commemorate your

Victories. When you face a problem, violence is your preferred solution. Soft words and subtle methods never served you well in the arena. Politics are beyond you. There's no obstacle that can't be broken through with the head. When it comes to your relationships, you argue for a direct and violent solution.

Your weapons, armor, and other tools of combat are your wards against defeat. You spend time each morning caring for your weapons and gear. A warrior who doesn't take care of his gear risks losing his next fight, and you always plan to win.

GUTTERSNIPE

Born into poverty, you grew up on the streets. When other children went home to their parents, you slept in back alleys and dilapidated abandoned buildings, getting food wherever you could find it. You had no friends and family out of those in similar straits. Those with roots over their heads and doors to close against the night looked down upon you, calling you a worthless no-good street urchin. They didn't understand the kind of skills you possessed—skills that allowed you to find what you needed to survive, whether that was food, drinkable water, or a safe place to sleep.

Youth: Life on the streets was tough—dodging bullies and gangs, scrounging for food, or standing in line for a daily bowl of soup at the temple, avoiding the heavy hand of the local constables. You were always hungry, but you had the freedom to do as you pleased, and from time to time a generous passerby might give you a few coppers to run a quick errand or deliver a message. You spent a great deal of time dodging a gang of



toughs who only seemed interested in making you steal on their behalf. You made up your mind that if you were going to be the one stealing, then you would be the one to pick the time and place, determine what was and wasn't an acceptable level of risk, and reap the benefit if you pulled it off.

Transition: You couldn't dodge the gang and the consequences forever. Perhaps you bit off more than you could chew in a daring robbery. After that, your choice was simple: leave town until the heat died down or die at the hands of the gang's brutal enforcers. You took to the road and found that your skills worked just as well in other cities as in your own. Adventuring offered you the chance to make a fortune and set something aside for the long term.

Perhaps your burgeoning talents came to the attention of a small band of adventurers who needed an item liberated from a certain wizard's bedchamber. While they distracted the old mage, you climbed the wall of his tower and plucked an amulet from his armoire. You made a lot of money on that job, and you decided this was the life for you. The victimized wizard might seek you out (whether you are aware of that or not) to avenge his loss. If your past catches up to you, you had best hope that your adventuring companions can help bail you out.

At the Table: Old habits die hard. You're accustomed to scrounging for basic necessities, so you tend to keep extra supplies on hand—you never want to go to sleep hungry again. When you have spending money, you have trouble holding on to it. A few nights in a sumptuous inn, seven-course meals and other luxuries leave you ready to strap on your equipment and head back into the world for another adventure. You live for the day and cast aside worries, long-term plans, and the like. That doesn't mean that you are foolish or reckless, just that you appreciate the finer things in life. To you, it's obvious that you should put off hard work till tomorrow when there's strong drink and good food to enjoy today.

MARINER

With a salty breeze in your hair and a hardwood deck underfoot, you spent your life in a constant search for whatever lay over the endless horizon of the sea. You loved the sea and all the dangers that life aboard a sailing vessel offered. Above all, you enjoyed the freedom that you had on such a ship: freedom to travel the world and freedom from the laws that govern the people living on land.

Youth: As a young sailor aboard a ship, your life was filled with work. Cleaning and repairing the ship took up the majority of your time. You also spent a fair amount of time on watch, keeping a lookout for other ships that could have hostile intent. In rare moments when you were not working, you were free to enjoy the passing sea, to sing songs and learn an instrument from another crew member or to take lessons in navigation from the captain or first mate whenever they had time to give them. You spent time fishing, working in the galley with the ship's cook to prepare meals, or even practicing swordplay with the master of arms in case another ship attacked yours.

Transition: Life as a mariner is almost the same as life as an adventurer. You must face terrible monsters, venture into unknown territories, and stand ready to fight for your life at a moment's notice.

Perhaps a terrible storm capsized your ship. You were lucky enough to make it to shore in a strange land, but you have no idea what happened to the rest of the crew. To make ends meet, you put your skill with weapons or spells to good use. For now, you adventure to earn enough coin to survive—and, if you strike it rich, someday buy your own ship. You want to discover what happened to your shipmates. Perhaps the storm had a sinister origin, and even now an unknown enemy plots against you.

A run-in with pirates might have sent you on the path to adventure. You were captured and separated from your crewmates. You managed to escape, and now you have sworn to find and free your comrades. Perhaps your family owned the ship you served upon, and now you must rescue your brothers and sisters, parents and cousins. You have no idea where to begin your search, but you hope that over the course of your adventures you can find some clue to their location.

At the Table: You use nautical terms in everyday conversation. Your weapon is a cutlass rather than a scimitar. You drink rum rather than ale. You know a lot about ships and boats, refer to others as landlubbers or scalwags, and never turn down the chance to take a sea voyage. You've been to dozens of ports around the world, and you love to talk about your exploits in each one. You have amassed a wealth of knowledge, tall tales, and stories. If your group fights a medusa, you might recall legends about a similar creature that haunts the waves. When you enter a port city, you prefer to stay near the docks and visit taverns where you can find other sailors and ask them for news from across the seas.

NOBLE SCION

Born with a silver spoon in your mouth, you knew very little about living a common life. No matter what your interests, you had the best instructors. You had servants and soldiers who jumped to do your bidding and ensure your safety. The only higher authority you had to answer to was your family—particularly your parents, who were so busy with the administration of your birthright that they left your education and upbringing to trusted servants.

Youth: You squired the countryside from the back of a pillion-laden carriage, sipping freshly squeezed fruit juice from an ice-chilled carafe. You spent entire days taking lessons in the warmth and comfort of your personal chambers. When you were not pursuing your own education, you diverted yourself with games, music, theater, and flirtations. You attended elegant parties dressed all in silk, with properly coiled hair and manicured nails. Above all, you spent countless hours at the court, observing your parents preside over those who served them, settle disputes, pass edicts, and hand down judgments. Some would say that you were blessed from birth, but you believed that the simple tact of your presence bestowed a blessing on others.

Transition: Leaving behind an easy life of costume balls, servants, and rolling estates, you took up life as an adventurer. After all, the luxurious life of a noble depends on one thing: money. If your family managed to lose its fortune (perhaps through a rival's machinations, perhaps through simple mismanagement), you must now fend for yourself in the world.

Since you only know how to fight, an adventurer's life was the best fit for you. Although you enjoy your new life, your past still haunts you. Your unit's old enemies still seek you. Your surviving comrades might wrongfully blame you for their defeat. Perhaps your unit's destruction was not a result of war. Instead, someone wants you and your old comrades dead, and that individual has the ways and means to hunt you down one by one.

At the Table: You have a story about a battle you took part in for almost every occasion. You can't help but argue from an expert's point of view, and at times you are too dismissive of those who lack experience in your eyes. You cry out orders in battle, shouting advice and encouragement to your comrades. Part of you thinks that you simply know better than everyone else when it comes to combat, but you also feel a strong attachment and a sense of camaraderie with those who fight alongside you. You want to do everything in your power to keep your fellow adventurers safe.

TRIBAL ORIGIN

Born among the people, you were raised by the members of your extended family, all of whom participated in your upbringing to one extent or another. Your mother taught you to gather food and cook, your father taught you to hunt and fish. Your grandfather taught you to treat hide and make weapons, and

your grandmother taught you the history of your people. Everyone had his or her place at home, and you experienced times of both joy and sorrow with all your kin.

Youth: As a child, your activities changed each day based on the needs of your people. Some days you gathered food with your mother, and others you stalked through the underbrush in pursuit of prey with your father. Your tasks depended on what was needed at the time, and you were productive for at least a few hours each day. You also spent a good deal of time in play—swimming with and running races against your siblings and cousins, practicing the use of weapons for hunting and defense from your enemies, and playing elaborate games meant to sharpen your senses and strengthen your body. From time to time you were even asked to stand watch and keep an eye out for the goblins that liked to attack your encampment without warning.

Transition: The road from your tribe's home territory to the heart of civilization was a long and arduous one. Perhaps you took to it freely, when the lure of cities and towns proved too strong. Perhaps the transition was violent and sudden, when a slave trader raiding party, or other force from the outside world swooped in and packed you from your home.

If you willingly left home, you could have felt a strong sense of wanderlust from an early age. You always wanted to know what lay over the mountains. The outside world seemed



so much more interesting than your humdrum existence, especially when the tribal elders told you stories of the great cities that stood beyond the horizon. Perhaps an old adventurer of the tribe, a warrior who had ventured into the world and returned years later with great treasure and renown, stoked your imagination with the tales of her adventures. As soon as you were old enough, you hared on with a passing caravan and ventured into the world.

Events could have forced you from home. While you were out hunting one day, a gang of slavers captured you and sold you into the service of a rich merchant. After years of toil, you escaped and now run free. While part of you wants to return home, civilization has proven too intriguing to leave behind. You remain one step ahead of the slave lord's bounty hunters, and by improving your skills in weapons and magic you hope one day to foil their pursuit once and for all. Perhaps the slave lords destroyed your village and you have no home to return to. You remain in civilization to grow in power until you can avenge your people one day. Once you have slain the slave lords and burned their fortress to the ground, you can found a new village peopled by those you free from their chains.

At the Table: You always compare the character of civilization to that of your people and find it wanting. You are fond of quoting your grandmother's sayings to drive home this point. Civilized folk lie, cheat, and steal from each other, actions that would doom a tribe in the wild. You see civilized folk as soft and complacent. Few of them have stalked a beast in the wild, and fewer still have fought off a dire wolf or a displacer beast attack. Your origin sets you apart, but it makes you stronger, tougher, and more cunning than the soft-bellied folk of the cities. While you might be ignorant of civilization and its customs, you are by no means a fool.

PERSONALITY ARCHETYPES

Each of the following personality archetypes includes a quote (something a character corresponding to that archetype might say), a description, and a list of classes and of traits that are especially appropriate to that archetype. You are not limited to these classes and traits; they simply represent good combinations for D&D characters.

AGENT

"I'll do it as you command."

An agent adventures not for herself but for an organization or society, whether a thieves' guild sends her to gather information, she explores new territory for an emperor, or she carries the name of her deity into new lands. An agent might be loyal to her organization, or she might resent her role and look for a way to escape. An agent can create interesting dynamics in an adventuring party, especially when she must choose between her fellow PCs and her organization.

Classes: Bard, beguiler, cleric, druid, knight, monk, paladin, ranger, rogue, scout, warmage, wizard.

Traits: Ambitious, serious.

CHALLENGER

"I must fight him. Only by struggling against those superior to myself can I achieve greatness."

A challenger adventures for personal growth. He cares about treasure and magic only if they can further this goal, and he cares about fame not at all. A challenger tries to reach the pinnacle of achievement in his chosen path, whether that path is defined by combat, magic, stealth, or some other ability. He does this by throwing himself against progressively greater challenges, reveling in those just on the edge of his ability to overcome. A challenger is a good character to have in an adventuring party, since he does not quail under duress and often allows other party members to take the best treasure. Indeed, some challengers see magic items as challenges, and they seek to attain perfection without them.

Classes: Barbarian, dragon shaman, duskblade, fighter, knight, marshal, monk, rogue, swashbuckler, warlock, war mage, wizard.

Traits: Bold, disciplined.

COMPANION

"Stand firm, Regdai. I am at your side."

A companion is the best ally anyone could ever hope for. He is loyal and dedicated, and he often shares a special kinship with a particular individual. A companion supports his allies in all they do and never abandons or betrays them. He doesn't lead, but he does offer cogent advice and support.

Classes: Cleric, duskblade, favored soul, fighter, knight, monk, paladin, sorcerer.

Traits: Connected, funny, loyal.

CRUSADER

"Crush the minions and spread the word of Obad-Hai!"

A crusader serves a cause. The cause might be noble or heinous, universal or personal. She could belong to an organization that shares her cause, or she could act as her individual beliefs demand. Either way, a crusader adventures to further her cause. The normal motivations for adventuring—wealth, power, fame, personal betterment, excitement—hold scant appeal for a crusader; she is happiest when she is directly serving her cause. She keeps her party adventuring, since whenever her fellow PCs don't know what to do next, she is quick to suggest a course of action.

Classes: Cleric, druid, favored soul, knight, marshal, monk, paladin, wizard.

Traits: Bold, patriotic, religious.

DAREDEVIL

"You guys stay here. I'm going to scale the wall, sneak past the guards, win the mox, have a few around, and let me back."

A daredevil gets a rush from dangerous stunts. He is a risk taker and a gambler, willing to put his money, his reputation, and his life at stake purely for exhilaration. He's the one who opens the door even though it's probably trapped, who enters the cave even though there's probably a dragon inside, and who puts on the necklace even though it's probably cursed. He's a valuable addition to a party, since he's always willing to take on the tasks no one else wants to do, and he often

ORPHAN

"I've been on my own my whole life. Always alone."

An orphan has no parents, at least not that he can remember or parental figures in his life. He might have grown up in an orphanage or on the street, but in any case he spent his formative years finding for himself. This upbringing taught him self-reliance and confidence but also distrust of others. An orphan could be curious about his parentage and his lost past and seeking answers to such questions can spark adventure. After he learns to trust his adventuring partners, he cleaves to them like the family he never had.

Classes: Barbarian, bard, beguiler, cleric, druid, fighter, hexblade, monk, ranger, rogue, scout, sorcerer, warlock, wizard

Traits: Calm

PROPHET

"I speak the word of Pelor."

A prophet sees herself as the voice of a deity in the world, which might or might not be true. She doesn't necessarily crusade or convert, but she does uphold her deity's values and believes that she embodies a piece of that deity in physical form. Other faithful worshippers gather about her, and priests of the faith welcome her. She prompts adventures that further her deity's ends and leads her party into adventures that she claims her deity instructed her to undertake.

Classes: Cleric, dragon shaman, druid, favored soul, monk, paladin

Traits: Energetic, fatalistic, religious

REBEL

"What has the kingdom done for us? They've rubbed our faces in the mud and expected us to be grateful!"

A rebel has a grudge against established authority. He might dislike all authority, or his feelings might be more focused on a single government, such as a kingdom, a small group, such as his family, or an individual, such as a baron, merchant prince, former employer, or parent. Highly individualistic, a rebel engages in activities in defiance of authority, and he might actively fight against that authority and all its manifestations. Whether bitter or idealistic, all rebels value their freedom highly. A rebel helps an adventuring party find adventure when he flees from his latest escapade or puts his next plan into motion.

Classes: Bard, fighter, hexblade, ranger, rogue, scout, swashbuckler

Traits: Diverted

RENEGADE

"I can never return to my old life. My companions are my home now."

For some reason, a renegade cannot go home. He might be a wanted criminal on the run. He might have disgraced himself or be a member of a dishonored family. He might be a political exile or might hold beliefs counter to those currently in power. Perhaps his banishment will be lifted and he can return home after he accomplishes a specific task, such as recovering a lost artifact, capturing the real criminal, offering a motivation for him and his companions to adventure. Alternatively, he could be making his way in the world as best he can, now that his roots to home are severed.

Classes: Barbarian, bard, druid, duskblade, fighter, hexblade, ranger, rogue, scout, sorcerer, warlock, wizard

Traits: Exotic, skilled, venturous

ROYALTY

"No, I'm not the princess. I just look like her."

This character might be a princess, a ruler's spouse, or a cousin of the royal family. For some reason, she is roughing it as an adventurer. Perhaps tales of adventure excite her, and she ran away from home to experience such events for herself. Perhaps her parents (or the court) were cruel or demanded unreasonable things of her, and she escaped. Perhaps she simply wished to experience life as an adventurer for personal or spiritual reasons (seeing firsthand what her people's lives are like, emulating her adventuring great-grandfather, or escaping a persistent nutor). Whatever the case, despite her exalted status, she is largely unable to draw upon her wealth, fame, and power in the course of her adventures, and she and her companions could be forced to dodge agents from home seeking to bring her back. Still, her courtly experience provides valuable knowledge and insight, especially when her party deals with high-ranking government officials.

Classes: Bard, cleric, fighter, marshal, paladin, sorcerer, warmage, wizard

Traits: Calm, charming, connected

SAGE

"That is the rare and valuable Nymnatch mushroom. You can grind it with other additives to make a deadly poison, smear its juice on your skin to reduce wrinkles, or stew it for a tasty meal."

A sage knows a lot about a lot, and he enjoys spreading his knowledge around. He might be self-righteous and condescending, or he could be humble and kind. Some sages possess spiritual knowledge and excel at explaining kinships, natural connections, one's purpose in life, and otherwise serving as spiritual guides. Others maintain a vast store of concrete, useful information. Many specialize, and some adventure to improve their knowledge in a given field through personal observation. When the PCs come across something unusual, they turn to a sage for advice.

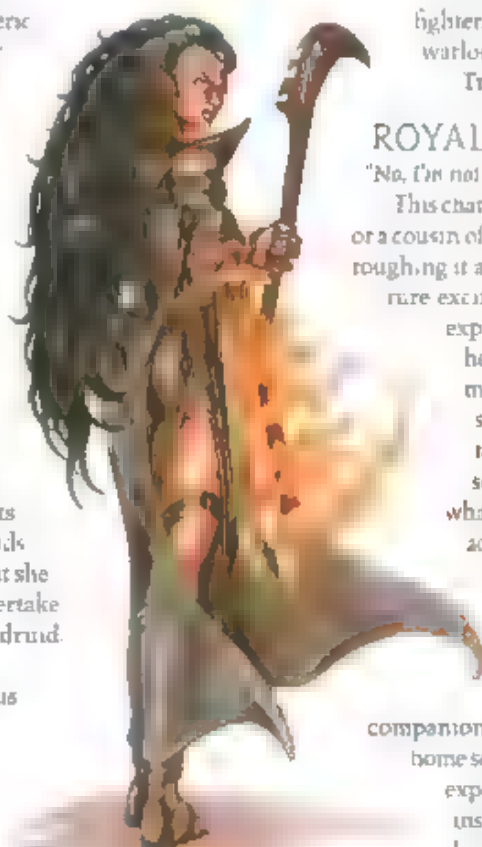


Illustration by [illegible]

Classes: Cleric, druid, sorcerer, wizard
Traits: Calm, erudite

Savage

Let us press on. The White Staff could be found here.

A savage comes from a primitive culture and the temptings of civilization that she often takes for granted—meta, working architecture (stone buildings), distilled alcohol, drinks, and the like—are foreign to her. She greets new sights with wonder and excitement. Though her ways are primitive, she shares a common humanity and spiritual world with others. She possesses a raw knowledge and wisdom that helps her and her allies out of difficult situations. She might look preoccupied, but she is a stalwart ally to those who treat her well. Given enough time in this new culture, she can assimilate parts of it, creating a unique fusion of wild power and sophisticated knowledge.

Classes: Barbarian, dragon shaman, druid, ranger

Traits: Brutal, excited, naive

Seeker

Let us press on. The White Staff could be found here.

A seeker ventures because he is looking for something, often an object of an ideal. The object of his quest might be specific: the White Staff of Crinalia, or general: ways to save the world in his home village. He grudgingly participates in adventures that do not pertain directly to his quest, but the object or individual he seeks gives him focus and provides motivation for further adventures. When his allies join him in his adventures, a seeker provides continued impetus for additional adventures.

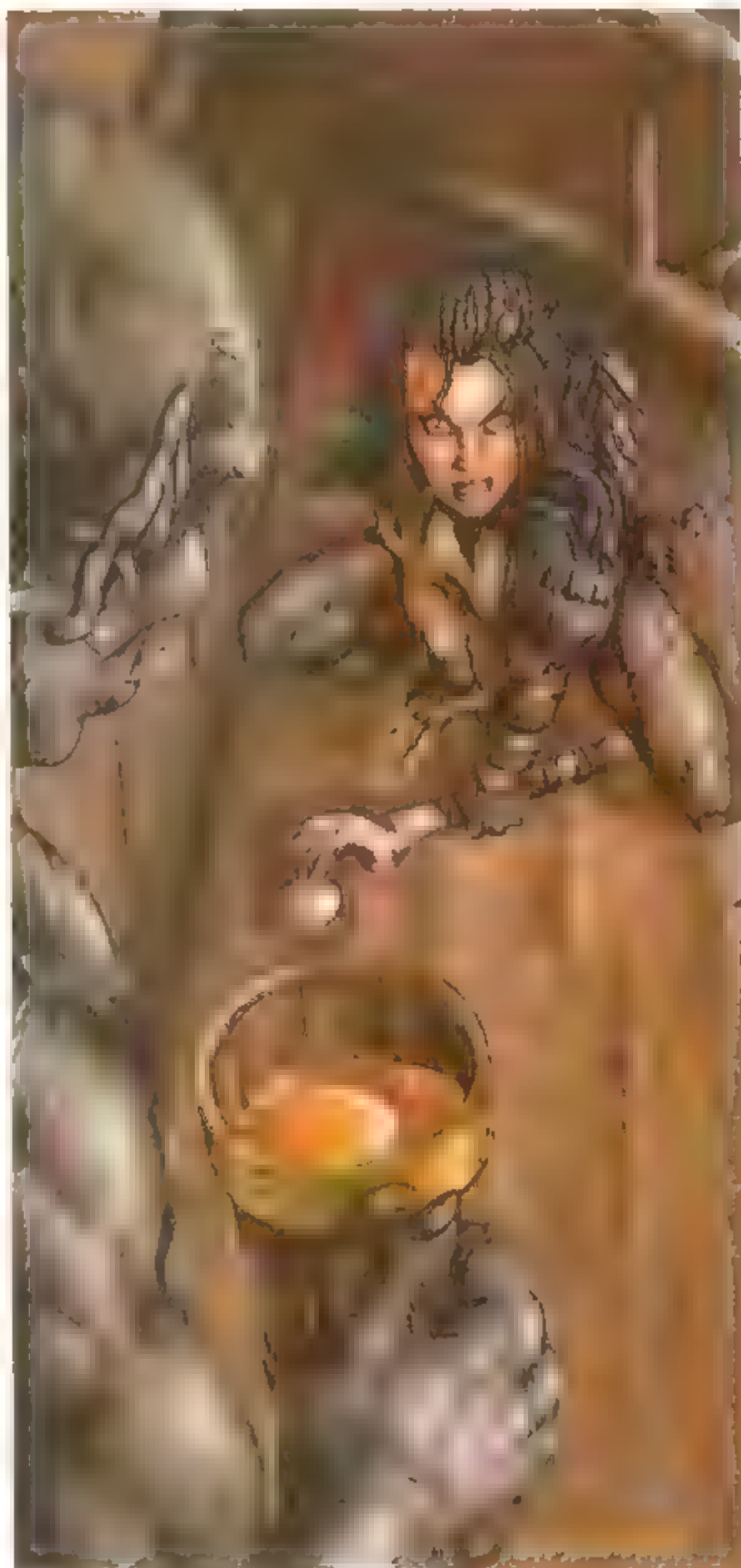
Classes: Barbarian, cleric, dragon shaman, duskblade, favored soul, fighter, knight, monk, ranger, scout, sorcerer, wizard

Traits: Angry, driven

Simple Soul

Ho ho! I like you, my friend!

A simple soul enjoys the basic amenities of life: good food, good company, and good times. She also enjoys doing whatever she wants at, whether that's slaying monsters, casting spells, converting the faithless, or picking pockets. A simple soul sees adventuring as both an exciting and dangerous one, but a job. After a hard day in the dungeons, she takes pleasure in sitting by the fire, roasting mutton, and exchanging stories and gossip.



with her companions. A simple soul doesn't drive the party toward adventure, but she is a reliable and steadfast ally.

Classes: Barbarian, cleric, fighter, rogue, sorcerer

Traits: Funny, skilled

STRATEGIST

"If you want here, and you want there, and you distrust the harpies over here while I cast my spells, we should take them with few difficulties."

A strategist likes to think things out. He is at his best when he's at a desk with a quill, planning. He plans for combat situations—even those he probably won't encounter—as well as other circumstances, such as the proper way to address the court at a victory feast, the right path to take to get to the dungeon, and the right spells to prepare before an encounter. He concerns himself with his party's well-being. (He knows what he's doing, he is a valuable asset.)

Classes: Beguiler, duskblade, fighter, marshal, paladin, rogue, warlock, warmage, wizard

Traits: Conservative, erudite, serious

THEORIST

"Fascinating. And I wonder what happens if I cast clone magic in these circumstances?"

A theorist is equivalent to a scientist in the D&D world. She adventures to test her ideas and hypotheses and to see what happens under certain circumstances. Her interests could be in magic, either in specific schools or in general. "What happens if I create illusions of demons in front of angels?", strategy ("Try using your hammer against the vampire, and tell me what happens"), medicine ("Well, I guess this herb might help"), or anything else imaginable. A theorist adds energy and motivation to the adventuring party as she constantly seeks new ideas to understand and new circumstances under which to perform experiments. Her experiences often produce useful knowledge, which she and her party can apply to other adventures in the future.

Classes: Cleric, fighter, marshal, warlock, wizard

Trait: Disciplined

TRICKSTER

"You go in first, and cover your eyes. I have a surprise for you."

A trickster has a mind for pranks, bluffs, lies, and surprises. He likes to cause trouble and excels at misleading and fooling others. Sometimes he tricks others purely for enjoyment, other times his skills serve a useful purpose. He prefers subtlety and persuasion over combat. With his quick wits, a trickster often speaks for his party, especially when the conversation is difficult or dangerous.

Classes: Bard, beguiler, rogue, swashbuckler, warlock, wizard, illusionist

Traits: Flamboyant, funny

WANDERER

"I have no home. I have no family. I have no name."

A wanderer is a mysterious soul. She keeps her past to herself and doesn't talk much. Perhaps something horrible happened to her when she was younger. Perhaps she committed an unforgivable crime, or was accused of a crime she didn't commit.

Perhaps she simply got bored. Whatever the case, a wanderer left her home and has been drifting from place to place ever since. Her vague and intriguing past can be the impetus for interesting adventures and roleplaying experiences.

Classes: Barbarian, bard, beguiler, druid, duskblade, favored soul, hexblade, monk, ranger, rogue, scout, sorcerer, swashbuckler, warlock

Traits: Peaceful

PERSONALITY TRAITS

Described below are thirty personality traits, adjectives that others might use to describe your character. Select two to four of these and combine them to create a deep and believable character. Each trait description begins with a quote that epitomizes that trait.

Some traits lend themselves to certain archetypes, classes, or alignments. If you are looking for a challenge to stretch your roleplaying skills, try selecting traits that do not seem obvious matches for your character's alignment or archetype. Doing so makes for more interesting characters. An angry, fatalistic neutral good bard is more unusual, and thus more memorable, than a friendly, flamboyant neutral good bard.

AMBITIOUS

"I'll be the greatest wizard who ever lived."

You have big plans. You want to attain the highest heights and outdo all the rest. One day you'll take your place in the history books, become a legend, and perhaps even attain godhood.

At the Table: You speak of your plans and dreams. You make friends with powerful NPCs who might help you, even if you personally dislike them. The monetary reward for a successful adventure is nice, but the political favors and popularity the deed wins you are more important. You care little for money and gems. Instead, you always want the pick of magic items and artifacts the group finds. The Leadership feat is a great way to start your quest for empire or undying glory. You consider your eager followers to be among your most valued assets.

ANGRY

"You won't like me, Eve."

You're ticked off all the time. You enjoy taking out your anger on poor unsuspecting monsters.

At the Table: You speak in curt sentences when angered. When it comes time to battle a monster, you use offensive spells or attacks that deal massive damage. Maximize your Power Attack feat or prepare evocation spells that deal large amounts of damage. When you are angry, you seek to dish out tremendous punishment as quickly as possible to vent your temper.

BOASTFUL

"I am so much better than you! Want some more?"

You're a showoff. You gloat about your accomplishments and disparage your enemies—calling them names, making rude gestures, and otherwise taunting them.

At the Table You take mementos from defeated foes and show them off in public. When a foe or rival challenges you, skill, you never back down. Each strike you deliver comes with a personal insult to match. When a foe pulls off an impressive maneuver, you make a big show of your disdain. You might make Intimidate checks to show off your skill while demoralizing others.

BOLD

"Come, let us crush the enemy where he stands!"

You are brave, eagerly risking your skin to come to grips with the enemy. Others might call this trait foolhardiness.

At the Table: You lead from the front. Unless a rogue or ranger scouts ahead, you want to be at the forefront of any attack. You charge the foe in battle to bring the fight to him. In your mind, the key to victory lies in seizing momentum. Feats such as Improved Initiative reflect your aggressive attitude.

BRUTAL

"He surrendered? Sorry, I didn't hear it. I was too busy chopping off his head."

You show little mercy to your enemies, preferring to hit them until they stop moving.

At the Table: Power Attack is your calling card if you are a fighter. A feat such as Spell Focus (evocation) captures the feel of this trait for spellcasters. Too much damage is never enough. The more destruction you can reap, the better. Unlike an angry character, you fight with a cold, calculating demeanor. An angry character with Power Attack might leap into the fray and convert her full base attack bonus into damage, while you play the odds and slowly but steadily increase your damage to deliver the maximum amount of punishment.

CALM

"Yes, I see the dragon. What's the big deal?"

You remain unfazed even in dire circumstances. You could be supremely confident, you could be otherworldly, or you could just be hard to impress.

At the Table: You are the eye at the center of the storm. You rely on reason and rationality despite the chaos that rages around you. While others shout and argue, you always speak in calm, measured tones. When you do lose your temper, your friends remember the event for years to come. The Iron Will feat reflects your indomitable spirit. Even an evil wizard's spells can't break your will.

CAREFREE

"Ah, it doesn't matter if we wake the wizard. What's the worst he can do, kill us?"

You have trouble taking things seriously. To you, adventuring is a big game.

At the Table: Nothing gets you down, regardless of how daunting a situation might be. You let the fates take you where they may. Your attitude can prove annoying to stuffy lawful types, but in the face of grave danger your carefree ways lighten the mood and bring hope to the party. The bard class is a great match for this trait, since its musical abilities reflect your ability to bring hope to your allies.

CHARMING

"Let me hold that for you, my lady."

You go out of your way to observe social niceties. You might or might not have ulterior motives.

At the Table: Every word you speak is a tool calculated to help get you what you want. You are calm when the group needs a rational voice and smoothly effective when it's time to take down a monster. Like a master politician, you always work a room, seeking to win people over and make them like you. Put as many ranks as possible into Diplomacy to reflect your winning personality.

CONNECTED

"You'd better not be insulting my sister."

You have a historical connection with one of the other party members. You might be siblings, childhood friends, or fellow students of the same master. You might like each other, or you might not, it's also possible that one or both of you is unaware of your connection. Perhaps one of you was sent to protect the other or otherwise keep an eye on her.

At the Table: When the group faces a problem, you invariably find someone who can help you. When you enter a tavern, you strike up a conversation with the bartender, gossip with the locals, and otherwise fit right in. You swap stories, share news, and make friends even in a foreign land. The Gather Information skill is an excellent tool to showcase this trait. When the group needs to learn the latest news, you draw on your social network to hear what's out there.

CONSERVATIVE

"The old ways are the best ways."

You like order and stability. You believe that if the current system supports these qualities, you should work to ensure its longevity.

At the Table: You prefer tried and true methods over new ideas. If an old trick or tactic worked before, you'd rather try it again than work on a new plan that might or might not be as effective. You are slow and deliberate, believing that rash thought and quick actions are a good way to get yourself in trouble. During a battle, you hang back and wait for your foes to tip their hands. Rather than charge, you prefer to move forward slowly and ready an attack.

DISCIPLINED

"An hour of meditation and prayer before sleep."

You are rigorous and structured in your personal endeavors. This trait can manifest as constant combat training, time spent in meditation or prayer, monitoring the food you eat and the liquids you drink, and similar activities.

At the Table: You go through an exercise or meditation regimen each morning. If you miss it, you feel uneasy about the lapse in routine for the rest of the day. In your mind, your body is as much a tool as your sword, armor, or spellbook. It needs rest and proper care. You insist on getting a full night's sleep whenever possible, and you expect others to meet your standards. The Iron Will feat does a good job of reflecting your dedication.

CHAPTER 5
CONNECTIONS
ENTRANCE

DRIVEN

"I don't care how many times the inscription says are beyond this door I'm going to... it open."

You are relentless in your pursuit of tasks. You might be driven only when you are involved in specific tasks: slaying demons, saving a friend, or you might be driven in everything you do.

At the Table: You never give up. Even in a hopeless situation, your impulse is to keep fighting. During the game, take 2D as often as possible—you're determined to keep trying until you succeed. You steadily overwhelm obstacles with your tireless devotion. The force of your will batters down your foes. The Great Fortitude feat allows you to display your indomitable nature.

NERGETIC

"Okay, we've killed the rats and grabbed the treasure and bypassed the traps—what's next?"

You brim with energy. Maybe you eat too much sugar or ingest too much caffeine, or maybe it's just in your nature, but for whatever reason, you're always ready to take on the next task, challenge, or mission.

At the Table: You never take 2D. That activity requires patience and focus that you simply lack. In battle, you are a ways in motion. The Improved Initiative feat does a great job of reflecting your nature, as does the Tumble skill.

ERUDITE

"Our current plight derives directly from our dearth of magical remuneration."

You are well schooled, and you like to show it off. You use big words just because you can.

At the Table: Purchase ranks in as many Knowledge skills as possible. Spread them around if your primary skills are maxed out. A broad range of knowledge allows you to answer almost any question. Make references to the campaign settings past. An orc invasion might remind you of a previous humanoid incursion, and you speak of that attack at length to advise your allies. Work with the DM to gain access to more background and history of the campaign world that you can work into play.

EXOTIC

"Where I come from, this is normal."

You're different from most people of the region. You might be from an atypical culture or of a different race, you could belong to an unusual religion or organization. Others see you as strange and interesting, and they might be prejudiced against you or attracted to you.

At the Table: You find the local practices and traditions fascinating. You use a distinctive greeting, and you dress in your native land's garb. The Exotic Weapon Proficiency feat is a good choice to demonstrate your culture's unique aspects. Alternatively, you can fight with a trident or scythe or other weapon that PCs rarely use. If you are an arcane spellcaster, choose spells that a typical member of your class rarely employs; new spells out of this book would be a good start. If you are a divine spellcaster, work with your DM to find a suitable little-known deity.

FATALISTIC

"None of us is long for this world."

The end is coming. Maybe you'll help it get here faster.

At the Table: You fight with a fanatic's energy and conviction. You are a relentless foe and a great ally. Since the world is about to end, you do what you can to help your allies and smite your foes. Place ranks in Knowledge: religion to reflect your mastery of dogma and prophecy. You study both your chosen faith and the religions of heretics, the better to fight them.

FLAMBOYANT

"With a twist of my sword, a couple of steps to the right, and... that! The apple is sliced neatly in two!"

You do everything with flash and panache. You're never at a loss for words, and you don't mind standing out in a crowd. Your dress and fighting style are particularly distinctive.

At the Table: Weapon Finesse and Combat Expertise are a great combination for a fighter who prefers speed, agility, and grace over brute force. A flamboyant caster uses spells with dramatic visual effects, such as lightning bolt.

FUNNY

"What did the fighter say when asked if he liked mutton? 'Sword of the...'"

You have a sense of humor. Others might or might not appreciate it. Many kinds of humor exist: yours might be quick-witted, slapstick, pun-heavy, anachronistic, vulgar, inappropriate, clever, dry, sarcastic, or some combination of these.

At the Table: The Perform (comedy) skill is perfect for you. When your group goes to a tavern, you make jokes and do your best to entertain everyone. Even if you have amassed a great fortune, you still love putting on a performance at the local watering hole for a few coins.

GREEDY

"Let's loot that!"

You love to amass money and other forms of material rewards. Recognition means little to you in comparison to the thrill you feel when you stand over a defeated monster's treasure hoard.

At the Table: The Appraise skill is your favorite tool. When exploring a ruin, you take the time to check over anything that looks valuable. While everyone else gathers an ogre lord's coins and gems, you pull off his boots and armor to sell back in town.

KIND

"There, does that feel better?"

You go out of your way to help people, with no desire for a reward in return. Others see you as a nice person.

At the Table: You carry extra potions to heal your allies along with ammunition, food, water, and other goods to keep the group going. When you have to choose between attacking a foe and using aid another to help an ally, you usually opt for the second choice.

LOYAL

"You can count on me."

You never let your allies down, abandon them, or betray them, and you stay by their sides even when it irritates them.

At the Table: Iron Will and other feats that improve your saving throws are right up your alley. Even a foe's spells cannot necessarily prevent you from helping your allies.

MERCIFUL

"He surrendered. Let's let him go."

You show leniency to defeated enemies. You might have ulterior motives for your generosity.

At the Table: When facing a badly injured foe, use a free action to offer it the option to surrender. Ready an attack to strike if it keeps fighting you.

NAIVE

"Why is that person angry at me?"

You are inexperienced and perhaps led a sheltered existence before becoming an adventurer. You sometimes make mistakes because you don't know any better, but you mean well, and your naivete lends you a certain charm.

At the Table: You make social gaffes due to your insular outlook. While others navigate situations with tact and aplomb, you stumble ahead like a bull in a china shop. Avoid placing ranks in Charisma-based skills, particular Gather Information and Intimidate. A poor Wisdom score and the attendant low Will save, illustrates your naive nature.

PATRIOTIC

"For the glory of the queen!"

You are devoted to your country, right or wrong.

At the Table: You prefer to fight in your homeland's traditional style. Your weapons, armor, and spells are more than simple tools—they are symbols of your homeland. Feats such as Weapon Focus and Spell Focus illustrate your tight bond with such symbols.

PEACEFUL

"Wait, this does not have to end in bloodshed!"

You dislike combat and killing, preferring to use diplomacy, subterfuge, trickery, and other nonviolent means to solve your problems. However, when there is no other choice, you draw steel alongside your allies.

At the Table: The Diplomacy skill is your best asset, since you can use it to smooth out confrontations that might otherwise turn violent. Whenever you have a chance, step into a situation and use a few carefully considered words to defuse tensions.

REFORMED

"I used to kidnap people for money, but that was in another part of my life."

You have gone through a significant life change. Perhaps you're an ex-criminal turning over a new leaf or a new devotee of a religion. Perhaps you're a former nice guy who has decided that kindness doesn't pay.

At the Table: A few ranks in Hide and Move Silently betray your past. You might also invest skill points in Open Lock and Search, depending on the sorts of crimes you once took part in.

RELIGIOUS

"Kord grant me strength!"

You revere a higher power. You might worship a single deity, or you might include all the gods in your prayers.

At the Table: Knowledge (religion) is more than a source of trivia and information for you. It provides you counsel and advice in almost any situation. When you argue with others, you cite scripture and religious teachings as important points of debate.

SERIOUS

"How can you think of dancing at a time like this?"

You take everything seriously and have little or no sense of humor.

At the Table: You grumble when others make jokes or venture off topic. During a planning session, you are the one who calls for order and keeps things organized. Invest a few ranks in Knowledge skills to give you the experience and insight needed to back up your demand for focus and careful planning.

SKILLED

"Spread crab legs tonight!"

Before you were an adventurer, you were a skilled at some other trade. You might have been a blacksmith, a chef, a shepherd, a dancer, a sneak thief, or just about anything else.

At the Table: Invest ranks in Profession and Craft skills. Whenever you have the chance to use them, leap at the opportunity. Depending on the nature of your skills, you might carry a full set of tools even into a dangerous dungeon. For example, a skilled cook insists on carrying the group's food and preparing a nice meal each evening, while a skilled dancer looks for likely partners at the local tavern and accepts invitations to the local lord's ball as a matter of course.

VENGEFUL

"Grants? Wipe them out. All of them."

You have a grudge against a particular creature type, organization, country, or individual. Perhaps the offenders killed your family, burned your village, or kicked you when you were little.

At the Table: Take a level of ranger to gain the favored enemy class feature against your chosen foe. Make notes on each opponent you face and track the reasons you have to seek vengeance against them. The Power Attack feat, or spells that deal lots of explosive damage, are good choices to mete out punishment against your chosen foes.

BEING A GOOD PLAYER AT THE TABLE

This section offers some specific ideas on how to make each game session a more enjoyable experience for you and for everyone else at the table.

MANAGING THE PAPERWORK

Every D&D player uses a lot of paper. You have a character sheet that might be many pages in length. You might also have sheets that list the spells available to you, your equipment

pages of notes from adventures present and past, and your plans for the future. In addition, you probably have books like this one lying around the playing space.

The following bits of advice can help you manage this paperwork.

Write Everything in Pencil: This caveat is most important when it comes to your character sheet. Since the numbers and names that summarize your character's abilities will change over the course of your character's career, and even during specific adventures or rounds, you want to be able to mark the changes on your character sheet. Eventually your character sheet will be smudged and torn from writing, erasing, and rewriting, too, free to treat yourself to a new sheet at this point.

Do Things the Same Way Your Friends Do: If you and the other players keep track of your characters' statistics in the same way, you save time and effort when one player can't show up and another has to take control of his character. How do you record hit points? Attack bonuses? Used spells? It helps to talk about these details and settle on a standard way of doing things. This way you can spend less time trying to decipher a friend's code and more time playing the game.

Keep Track of Your Character Sheet: Losing your character sheet is bad. You then have to recreate the character as best you can or, in extreme circumstances, scrap it and start a new character. If you discover your sheet is missing at the beginning of a session, you delay the game and waste your fellow players' time. Make sure you store your character sheet properly and, if you cannot make it to a game session, send it along with one of your friends. Better yet, your DM could keep backup copies of all your group's character sheets, updated on a regular basis, so he can assign someone to play a character as an NPC in the event of that player's unexpected absence. Some DMs play custodian for all their players' character sheets, collecting them at the end of a session and passing them out again at the beginning of the next—thereby absolving you of all responsibility in the matter.

Use Page Notations: Inevitably, you'll have to flip through a rulebook at some point, perhaps to look up exactly how a feat spell, or special ability functions. You can save time in this process by writing down page and book references on your character sheet for any complex or unusual feature. For example, if you select a spell from this book, next to it you might write "PH2 105," indicating the book and page number where the description is printed.

Know What Your Stuff Does: Even better than page notations, it's best if you simply know how your spells, feats, items, and special abilities function. When in doubt, quickly review them before a session.

Plan Your Combat Actions: When it's not your turn in combat, you should be thinking about what you're going to do when it is your turn. Flip through a rulebook and make sure you know the pertinent details about the spell you are going to cast. Then, when your turn comes up, the other players don't have to wait for you to figure out what you want to do. If possible, also have a backup plan in case things change suddenly before your turn: new foes enter the battle, the character you had planned to attack goes down, or the like.

Keep Track of Timed Effects: Many spells and other effects have durations measured in rounds. If you employ such a spell or ability, it's your responsibility to keep track of the duration (the DM has plenty of other things to worry about). One good way of keeping track of time is to make tally marks on a piece of scrap paper. Another technique is to use a die to keep track of the time—either count up for the total duration or count down for time remaining; at the start of your turn each round, turn the die to the next number. Be careful, though, that you don't accidentally roll this "duration die."

Rely on DM Arbitration: Playing the game is more important than looking up rules. Good Dungeon Masters don't like taking time away from the game to page through rulebooks, and so they often provide instant rulings on debated topics instead of suspending gameplay for a time-intensive rule search. Go along with the DM's arbitration, and then after the game or during a break you can look up the official rule and let your DM know this information will be useful the next time that rule comes up.

Have All Pertinent Statistics on Hand: If your character has a familiar, animal companion, mount, cohort, or similar ally, make sure you have the proper statistics handy.

Use Electronic Aids: While they are by no means necessary, laptop computers and PDAs are valuable assets. They cut down on search time and on table clutter. You can keep an electronic character sheet and update it when you attain a new level or take poison damage. Electronic character sheets also reduce the risk of losing a character sheet—and if you lose your laptop, you have bigger problems to worry about. Numerous software programs that help you create D&D characters and use electronic character sheets are available. The System Reference Document is available for free on the Wizards of the Coast website, and it includes most of the spells and feats in the *Player's Handbook*. Typing "Ctrl-F, fireball" is much faster than paging through a book searching for the appropriate reference.

ROLLING CONVENTIONS

You roll a lot of dice in a typical D&D game. The following are common rolling conventions that you can use if you like; they accelerate gameplay and reduce ambiguity.

Decide What to Do if the Dice Land Cocked: You, your fellow players, and the DM should agree on what to do if a die lands on the floor or ends up cocked against a book (or a DM screen, or a can of soda, or a pizza box). Do you reroll the die? Take the result from the floor? Move the book and let the die fall naturally? Any of these options is fine, but you should decide before the start of a new campaign and be specific. The same rules should apply to all the players as well as the DM.

Supply Your Own Dice: Though everyone can share the same set of dice, play proceeds faster and smoother if every player has his or her own dice. You should have all the dice you think you need to play your character, so that you don't have to borrow dice from the other players. (D&D players are also infamous for having superstitions about other people touching their dice, and you don't want to come between a D&D player and her superstitions.)

Roll Attack and Damage Dice at One Time: If you're in a large group and combat is taking an inordinate amount

of time at the table, consider streamlining your dice rolling. When making an attack, roll the d20 for your attack roll and the die or dice for your damage roll at the same time. (For example, if you are attacking with a +2 flaming longsword, roll a d20, a d8, and a d6 all at the same time.) If your attack roll is successful, you know how much damage you deal and thus save yourself a second roll. (Rolls don't take a long time, but you make so many of them that anything you can do to accelerate them is good for the game.) If your attack is unsuccessful, ignore the damage.

This technique encounters problems when it meets with abilities that allow you to alter your chance to hit after you make your attack roll. For example, action points (described in *Unearthed Arcana* and the *Eberron Campaign Setting*, allow you to add 1d6 to your attack roll's result after you roll the die, if you so choose. If you make your attack rolls and damage rolls simultaneously, you are more likely to spend that action point if your damage roll is high. To avoid these circumstances, roll the attack and damage dice separately if you have action points or a similar ability that can turn a miss into a hit.

Roll Multiple Attacks at One Time: If you have more than one attack, and you know you are going to use them all against the same target, regardless of how the first one turns out, roll all your attack dice at the same time. If you also roll damage simultaneously, as suggested above, you need some way to determine which damage dice belong to which attack. You might use color-coded dice (see below) or roll them with separate hands on opposite sides of a barrier (such as a book).

Use Color-Coded Dice: You can use dice of certain colors to designate specific attacks and damage types. For example, if you make two attacks and roll the attack and damage dice at the same time, using d20s of different colors and damage dice that match those colors avoids confusion. For example, when you are making two attacks in the same round that each deal 1d8 points of damage: if successful, roll a yellow d20, a yellow d8, a red d20, and a red d8 all at the same time. You can also use color-coded dice to specify different damage types. When you shoot the demon with your +2 holy flaming shock longbow, roll two white d6s for the holy damage, a red d6 for the fire damage, and a yellow d6 for the electricity damage. This technique is helpful because some monsters are resistant or vulnerable to specific damage types.



Color-coded dice make rolling faster and easier.

The spotlight is a fun place to be. That's when you are active, when you are playing the game to its utmost potential. Because it's a good time, sometimes players are tempted to claim more than their fair share and remain in the spotlight for a disproportionate amount of time.

Players who hog the spotlight are bad for the game, because they decrease everyone else's involvement and therefore their fun. If you find yourself often demanding the DM's attention—if your character likes to do things such as head into town to pick pockets, rob houses, chat with the priestesses at the local temple, play music in inns to make a few gold pieces, and the like—be conscious of it. Some activities of this nature are fine, and they add depth and realism to your character and to the game world, but you don't want to take a great deal of time away from your fellow players. When another player gets her time in the spotlight, let her have it—as long as she doesn't abuse it.

A couple of spotlights deserve

special mention.

The NPC-Interaction Spotlight: Roleplaying interactions with NPCs is one of the most enjoyable activities in a D&D game, and every player who wants to participate should have a chance to do so. Even if the party has a member who serves as its spokesperson—a charismatic bard or paladin, for example—a good DM supplies opportunities for other players to interact with NPCs. Perhaps the paladin is otherwise occupied, or maybe the party runs into a nefarious individual for whom the rogue would be a better choice to carry on discussions. Maybe an old acquaintance or relative of one of the other characters shows up. Whatever the case, be respectful of the NPC interaction spotlight and of your fellow players. If they look bored, relinquish the spotlight in good grace.

The Dungeon Spotlight: Dungeons are big places with lots of doors and hallways. It is easy for a character, especially a stealthy one, to head out on his own and do a bit of exploring—and perhaps some combat and treasure looting—away from the rest of the party. This strategy strains the game, because the DM must then split her attention and time between the solo character and the rest of the party. If you find yourself tempted to break away from the party, you might want to ask the other players first. ("What do you think about me scouting down this passageway?") If your character simply wanders off, forcing the DM to take time away from the other players, they might (rightly) resent you for it—so don't do it. You might make the claim, "But this is what my character would do!" If that's the case, rethink your character concept. The game is at its most enjoyable for everyone when the characters help each other and every player has a satisfying amount of time in the spotlight.

OTHER CONCERNS

The following pieces of advice are also helpful but do not involve rolling dice or managing paperwork.

RESPECT THE SPOTLIGHT

Players take turns in a D&D game, and not just in combat. Characters always want to perform various activities, and the DM can focus on only one at a time. The spotlight consists of the DM's attention, and the game's current focus. Which character is active? Which player is telling the DM what he wants his character to do? That player has the spotlight.



Illustration by F. F. F. F.

Avoid Distractions: D&D games often take place in areas surrounded by potential distractions: TVs, video games, books, and the like. Since everyone's spending time with the game, it's not surprising that one of the most common distractions is the Internet. While some of the best characters are created by players who play D&D to relax, in general, the entire game is a middle game, not a work of art. Expect some players are not participating in it.

In general, keep your attention focused on the game. Your fellow players might think you're rude if you leave the table to surf the Internet or play video games, or if you distract other players with side conversations.

Help Your DM: The DM does a lot of work. If you clear off the table, get the pen and paper, and otherwise prepare the playing place, he or she will appreciate it.

TALK ABOUT YOUR CHARACTER

D&D characters are at their best when they are more than just collections of numbers and words written on character sheets. This chapter discusses ways to add depth, motivation, and realism to your character, but these techniques are of limited use if you keep them to yourself. You should talk about your character.

Tell the other players about her. When the other characters first meet her, what impression do they get? How does she look? How does she move? Many players find fun and satisfaction in roleplaying their character's interactions with the other characters. The way she talks and the things she says

add enjoyment and verisimilitude for all involved. Even if your character is the silent, mysterious type, describe some of her actions. Do her eyes dart constantly about, examining the area for trouble? Does she stare monotonously into her drink? Does she rub an old scar on her neck every so often? All these types of behavior make your character seem more like a real person.

Many D&D campaigns begin with strong player characters—they have interesting histories, developed personalities, and distinctive appearances. However, often these valuable details fade over the course of adventuring. Players are pretty good at remembering their own characters, but they sometimes forget the histories, appearances, names, or even gender of the other characters. Therefore, continued discussion about your character is important. Interact with one of the other PCs or an NPC to keep your character's personality fresh in everyone's mind. Mention how he walks or looks when he meets a new character or encounters a new challenge, describe how a new piece of equipment fits in with the rest of his appearance.

The best characters in movies and novels change as the story progresses. If the character is a D&D game character, it's not different. Your character evolves over the course of her adventures. What life-changing events have occurred to her? How are her beliefs, values, and views about the other world different from what they were before?

Talking about your character and inserting character details into the game makes for a more fun and memorable time for everyone at the table.



JAMES R. HARRIS

Every game has moments when particular characters shine. Players might tell and retell the story of the fighter taking out the ogre, or the rogue disabling the trap, or the wizard dispelling an enemy's magical defenses, or the cleric destroying the vampire. But such moments of glory are only part of what makes the D&D experience so exciting. The deeds of individual characters might be the stuff of game-table legends, but it's their teamwork that gets the job done in one adventure after another.

Team play is perhaps the most important aspect of the D&D experience. While solo play can be rewarding, being a member of an adventuring party is far more entertaining. In a party, the interplay between differing points of view brings both players and characters into contact from time to time. When they learn to resolve their differences and pull together toward a common goal, they can achieve far greater results than any of them—no matter how powerful—could achieve alone.

This chapter examines what it means to be an adventuring party and how parties fit together within a campaign setting. It also offers advice for becoming a better team player and for making the most of your group, whatever its composition.

PARTY BACKGROUNDS

In many campaigns, the reasons why a particular group of adventurers came together in the first place are either glossed over or passed off as mere circumstance. At most, a couple

of intrepid roleplayers might establish a relationship by making their characters siblings, childhood friends, or past lovers—or they could even concoct a shared event in their past, such as a debt that bound them together. But few groups extend this concept to the entire party.

Establishing a party's shared experience can enhance the roleplaying experience, promote teamwork, and play a key role in keeping the group together in the face of the inevitable conflicts and disagreements. If the players know why the characters began working together in the first place, the ties between them immediately become stronger, and individual players are encouraged to work together as a team.

One way to build a strong group is to select a party background. Each of the backgrounds detailed below describes a shared event, commitment, or state of being that can help to hold a party together. These backgrounds can be used as written, or they can serve as guidelines for creating your own.

CHARTER

The concept of a charter was first introduced in the FORGOTTEN REALMS campaign setting. Essentially, your characters form their own organization by becoming a group of adventurers, for hire.

Establishing a charter takes a bit of work up front. To avoid conflicts later, everyone at the table should be

involved in working out the ground rules for the group. The DM needs to be involved in the process as well, since the tone and nature of the charter will probably affect the overall flow of the campaign.

The first order of business is to define the purpose of your group and decide on its short-term and long-term goals. Next determine what kinds of characters your group will accept as members. Choose an alignment and exclude characters who have alignments more than a step or two away from that one. For instance, if your charter demands that the group be committed to order and goodness, you probably wouldn't want to accept a chaotic evil character. You can also extend the restrictions to cover certain classes, races, and even house rules if desired, as long as those limitations can be framed in the context of the game world. You should also consider what functions are needed—does the group have a divine spellcaster, a person who can disable traps, a melee combatant and a ranged fighter, and so forth? Finally, consider the types of employers your characters are willing to work for and what kind of missions they will accept.

Once your charter is complete, write it out on paper. Doing so adds a measure of depth to the words, and having it prominently displayed during game sessions serves to remind everyone that the characters have bound themselves together for a purpose.

Not only does having a charter enhance roleplaying and deepen players' and characters' commitment to the party, but it also carries other benefits. Your group gains a reputation as

a unit within the campaign world, which can make it easier to access services and even gain credit with merchants. Later in the campaign, when characters fall in combat or retire, it's easy to explain where replacements come from, since the word of your group's heroics will have spread throughout the lands. Eventually, your party could even gain the same kind of prominence and notoriety that the Harpers enjoy in the FORGOTTEN REALMS setting.

CHILDHOOD FRIENDSHIP

Your group has been together since childhood. Perhaps the characters' parents, once adventurers themselves, were in the habit of entertaining their offspring with tales of fierce dragons, terrible sorcery, and vicious monsters. In such a situation, it would be only natural for the youngsters to follow in their parents' footsteps upon coming of age, and perhaps even try to surpass the achievements of their heroic forebears.

This background works especially well for a party whose members all belong to the same race, such as a group consisting solely of dwarves, elves, or halflings. Such a shared racial heritage can add yet another interesting dimension to your games. For instance, suppose you and the other players jointly decide that your dwarf characters all came from the same stronghold. Life changed for all of you when a horde of mind flayers and their minions boiled up out of the underground and overwhelmed your settlement. The dwarves who were not slain outright were enslaved and taken back to the cyclopean



depths of the mind flayer city, never to be seen again. Now your group, which was away on another mission at the time of the mithril attack, is all that's left of the clan. All the characters have taken a joint vow of vengeance against the denizens of the subterranean realm, and their goal is to free their enslaved people and restore the clan.

A group need not be racially homogeneous to have a shared childhood. Half-orcs, half-elves, humans, and halflings all reach maturity at around the same time, and dwarves and gnomes do so about 20 years later. Thus, the characters could easily have met as adolescents—perhaps when they all attended the same academy or neighboring institutions. Once all the characters graduated, they decided to stick together and strike out for a life of adventure. Characters in this model might be siblings, old flames, rivals, or just close friends.

CHOSEN

A popular motif for long-running campaigns is the concept of a shared destiny. Fate has decreed that one or more characters shall be in a certain place at a certain time, either to perform some great deed or to overcome a particularly nasty opponent. Perhaps the group's paladin has been chosen to wrest the rod of Ormus from the demon prince's grasp, or to save the Bastion of Souls. Or maybe the group as a whole will one day save the country, continent, or world from some terrible nemesis.

While the characters who are actually saddled with such a destiny are undoubtedly the center of the group, the other PCs play an equally important role—namely, ensuring that the prophesied event happens as it should. Without their assistance, the fated characters cannot hope to accomplish the task set before them. Alternatively, the characters might know that one of their number has been chosen to perform a given task, but not who it is. This arrangement ensures that the characters are motivated to work together while each one dreams that he will be the linchpin of some great future event. And even if the DM has already decided who should be the Chosen One, he can still change his mind if that character dies or the player leaves the group.

Perhaps the ideal situation, though, is for fate to choose the entire party for the task. In this mode, the avatar of a deity (or a powerful mage, noble, or prophet) hand-picks the characters and sets them on the path to greatness. The great and noble cause they champion (or the unbearable burden they bear) unites the party members and encourages them to believe that all must survive to fulfill the prophecy. This commitment to one another's survival in turn promotes party unity and teamwork, since each character must place a higher value on the lives and actions of his fellows than he otherwise would.

CIRCUMSTANCE

In some D&D campaigns, the adventuring party is formed when four heroes who have just met in a bar are hired for a dangerous mission by a shadowy individual in the corner. While this background is certainly the easiest to concoct, it does little to encourage teamwork and party unity. In fact, such a model relies on the relationships between players to keep the group together rather than those that evolve naturally among the characters.

Nevertheless, you can still use circumstance to advantage when building an adventuring party. The characters might be escaped slaves or fugitives who find a common purpose in escaping a shared enemy. Or a terrible calamity could befall the environment, and the characters could emerge as champions of the affected people. Or perhaps a band of reavers is plundering and destroying every settlement they come across, and the characters must band together to combat the common enemy.

A circumstance background relies heavily on the DM's intervention, since he must provide the catalyst that brings the group together. For example, the DM might open the campaign on a gruesome battlefield and reveal that the PCs are all survivors from the same squad. They knew little about one another before the battle, they were simply thrown into the same unit because of the way the orders fell. Alternatively, the DM might rule that the characters are all from the same region, but they hail from widely separated villages. After a plague swept through the land and emptied several communities, the survivors grouped together to seek a way to rebuild.

ORGANIZATION

One of the simplest methods for building an adventuring party is to base it on membership in the same organization. Characters who are loyal to a guild, order, or some other group should extend that loyalty to other members as a matter of course. For example, the Order of Illumination (see *Complete Adventurer*, page 179) exists to root out evil wherever it lurks and confront it directly. Since membership is open only to those who are pure of heart, the players are automatically encouraged to create characters of similar alignments.

While working on behalf of such an organization, the party is unlikely to run out of missions to perform. The characters receive their orders from the organization's leaders, and they gain experience points and treasure with every job they perform. In time, the characters can move up through the ranks of the organization, and perhaps one day even lead it.

The primary drawback to this mode is the potential difficulty of getting everyone to agree on the organization. Some organizations are class-based or have strict membership requirements that might prevent certain characters from joining. But if everyone in your group likes this approach, have each player state his character interests first, then select an organization together, with the DM's assistance.

BUILDING THE PARTY

Choosing a background is just the first step in building a party. Ideally, an adventuring party should include a good mixture of classes and races, since each brings a particular set of useful abilities to the table. Abilities that no one else has not only make a character unique, but they also allow her a chance in the spotlight on a regular basis. When characters' abilities overlap, the chance for individuals to shine diminishes, and the party's ability to handle new threats lessens.

This section presents advice for working with your fellow players to build an effective adventuring party.

ADVENTURING PARTY BASICS

A typical adventuring party consists of four characters, each representing one of the iconic elements of fantasy roleplaying. The fighter, the wizard, the cleric, and the rogue form the classic group. The fighter relies on weapons to mete out damage and wears armor to avoid injury. The wizard uses spells to destroy enemies and to circumvent hazards. The cleric supports the other characters through healing spells and "buff" spells that enhance abilities, though he can also aid the fighter in combat. The rogue bypasses traps, assists the fighter and cleric on the battlefield, and brings to bear an impressive skill set that makes her the party's "go-to" person in just about any situation.

The D&D game offers many other classes, but the rest are variations on these core themes. The druid shares many of the cleric's spells but also has specialized abilities that allow her to thrive in wilderness environments. The ranger, an amalgam of both the druid and the fighter classes, has some of the druid's abilities plus bonus feats based on a chosen combat style. In like manner, the paladin blends the abilities of the cleric with those of the fighter. The monk is a fighting character who eschews armor to gain more mobility on the battlefield, and the bard blends the skills of the rogue with a smattering of magic from multiple classes. In short, almost every other class beyond the basic four is a combination, variation, or extension of the four basic themes.

Consider carefully how your character choice will interact with those of your fellow players in an adventuring party. If two people want to play rogues and your group has only four players, the party might have to do without one of the four key elements unless someone else chooses a character whose abilities cover the missing theme. Even choosing characters similar to those in the ideal party can create problems. For example, choosing a druid or a paladin in place of a cleric, or a bard instead of a rogue can produce severe consequences for a party that cannot fill the gaps in expertise. The same problem exists with the new standard classes presented in recent publications. What must the other characters do to compensate when a party includes a warlock instead of a wizard, for instance?

Proper character class selection is vital to the long-term success of an adventuring party. The choices you make when building your team determine the group's ability to face off against the denizens of the dungeon as well as the horrors of the wilds. The following sections examine the four basic character roles—warrior, expert, arcane spellcaster, and divine spellcaster—as well as the implications of alternative class choices. Each section also provides some advice on how to compensate for deviations from the four iconic classes.

Warriors

The popularity of fighting characters is largely attributable to ease of play and overall satisfaction. The fighter's broad selection of feats, the ranger's array of abilities, the barbarian's raw destructive power, and the leadership potential of the paladin all offer exciting options for adventuring. Perhaps the biggest appeal of these classes, however, is that their primary abilities are never tapped out—they can always kill monsters.

As a warrior, your job is to stall the opponents with melee or ranged attacks long enough for the other party members to bring their special abilities to bear. You buy time for the arcane spellcaster to destroy the monster with a spell, or the cleric to turn the undead, or the rogue to eliminate tough opponents with sneak attacks. And if you happen to kill a bunch of goblins along the way, so much the better. When playing a warrior it pays to think both offensively and defensively. You are consistently the heaviest hitter in the group, and you never run out of swings. However, you should also try to preserve yourself, since you are the last line of defense before the monsters reach the wizard and the cleric.

Fighter: The backbone of any adventuring group, the fighter is versatile, potent, and highly customizable because he can branch out into several feat trees that hone his skills in both melee and ranged combat. However, the best fighters are those whose abilities are broad enough to give them an edge over any kind of foe. Thus, when playing a fighter, you should resist the temptation to specialize in one feat path too exclusively. If possible, keep your ranged combat prowess as strong as your melee ability so that you can take on fliers and ground forces with equal proficiency.

Barbarian: A barbarian is primarily a melee combatant. His rage ability augments his Strength and Constitution, the two characteristics that are most valuable in face-to-face fighting. But the fact that Survival and Listen are among his class skills also makes him a great (albeit reckless) scout.

Unlike the fighter, the barbarian has only enough feat choices to develop one or maybe two feat paths. So if your barbarian is the party's primary melee warrior, the burden of ranged attack support falls on the party's spellcasters and experts. Thus, the arcane spellcasters should emphasize ranged spells that deal hit point damage. The party's experts also need to focus on developing their ranged attack prowess—particularly the rogue's ability to launch sneak attacks against targets up to 30 feet away.

Monk: Another great warrior choice, the monk is excellent at slipping past the ranks of lesser foes to focus her attacks on the leaders. Her great saving throws, evasion, and resistance to mind-affecting spells and abilities make her far and away the best warrior to throw at enemy spellcasters. But although she is never unarmed, the monk lacks the damage potential of fighters and barbarians, who can bring heavy weapons to bear against a foe. Furthermore, the monk must focus her feat selections on improving her Armor Class because she loses her best abilities if she wears armor.

If you're playing a monk as your party's lead warrior, the cleric must assume the role of heavy hitter in melee. Developing the Power Attack feat path can help a cleric in such a party dish out more damage than he otherwise could. The party's arcane spellcasters tend to fall back into a supporting role using their spells to augment the team members' individual abilities, though they can fire off their deadly area spells without much worry of damaging you. Experts, who are often just as mobile as you are, can work with you to flank enemies and eliminate them quickly and efficiently.

Ranger: The ranger is a great character choice for nearly any adventuring party. Armed with spells, a few bonus feats,



Experts

An expert is a character who brings a broad skill selection and useful combat abilities to the table. The rogue is perhaps the best example of this category. Experts are invaluable members of any group because they can fill a variety of roles, from backup spellcaster to extra warrior.

When playing an expert, you depend heavily on your skills and class features. You have more skill points than any other character in the group, and you can generally get into and out of scrapes with a good skill check result.

Rogue: The rogue class offers three key advantages: sneak attacks, an excellent selection of class skills, and trapfinding. The sneak attack ability allows the rogue to support the party's key warrior by taking advantage of flanking opportunities and surprise attacks. The rogue's skill in breaking and entering allow the party to overcome obstacles such as locked doors and deadly traps. In addition, the rogue often scouts ahead to gain information about enemies. While the ranger, who sometimes serves as a rogue substitute, has a broad selection of skills and plenty of skill points to back them up, his talents make him more useful in wilderness environments than in dungeons, and he can't help his party bypass traps. On the other hand, he is more of a warrior than the rogue is, so he can hold his own next to fighters, paladins, and barbarians.

As a rogue, you are expected to fill in where needed. Don't ignore the Use Magic Device skill; it allows you to use a wand of cure light wounds to get the cleric back on his feet should he become disabled. Likewise, your ability to use a wand of magic missile, or even read a scroll, can make all the difference in combat. And perhaps most important, your sneak attack ability can help the party's main warrior bring down the tough opponents.

Bard: Heralded as the best fifth character in any adventuring party, the bard is the most often overlooked expert. The bard's best feature is his adaptability—he is a warrior, an expert, an arcane spellcaster, and a divine spellcaster rolled into one. Like the rogue, he has plenty of skill points and a wide selection of class skills. But while the rogue's class skills focus on scouting, sneaking, and subterfuge, the bard's allow him to play a strong role in supporting the other party members.

When you play a bard, you don't have the rogue's trapfinding ability, so the cleric must cover this aspect of the expert with his find traps spell—though you can help if you have the inspire competence ability. Likewise, you can use inspire greatness and inspire heroics to improve a warrior's combat abilities at higher levels. Furthermore, since you have access to spells, you can supplement both arcane and divine spellcasters, expanding the party's ability to circumvent minor threats and letting the more potent spellcasters reserve their spell slots for handling the really deadly enemies.

Other Classes: *Complete Adventurer* presents three new expert standard classes: the ninja, the scout, and the spell-thief. All three have the trapfinding ability, plus special abilities such as sudden strike (which is similar to sneak attack) and great skill selections. Thus, playing one of these classes is just as good as having a rogue in the party.

Arcane Spellcasters

Wizards, sorcerers, and their ilk develop powerful spells in lieu of combat abilities. In fact, since they have the smallest Hit Die type of all the classes (d4 in most cases), they are more of a liability in melee than an asset. However, they make up for their poor combat skills with access to some of the most potent spells in the game.

As an arcane spellcaster, you must circumvent the gravest threats to the party. You can lob fireballs and lightning bolts at the party's opponents, conjure up terrible servants, and even transport your allies past obstructions and obstacles. Playing the party's arcane spellcaster is a big responsibility, but it can be both memorable and highly rewarding as well.

Wizard: The wizard's strength lies in the depth of her knowledge and her ability to cast a variety of different spells. In addition, she can modify those spells with metamagic feats and use them to create magic items that benefit not only herself but also the rest of the party.

Deciding which spells to prepare on a given day, however, requires a bit of strategy. A poorly prepared wizard all too often becomes meat for monsters. For instance, a 5th-level wizard who prepares lightning bolt before facing a creature that is immune to electricity now might lack access to a spell that could have overcome the opponent.

When you play an arcane spellcaster, resist the urge to prepare all offensive spells. A charm person spell can accomplish a lot more than a magic missile at times, and you shouldn't underestimate its value. By preparing a good mix of spells, you can be useful in situations ranging from diplomacy to divination to war.

Sorcerer: The sorcerer makes an excellent substitute for the wizard in an adventuring party. Although the number of different spells he can access is relatively small, he outstrips a wizard of equivalent level in the number of spells he can cast per day. If he chooses to specialize in offensive spells, he can be a formidable combat caster. However, most sorcerers can do little to supply their companions with magic items, and they typically don't have the same range of skills as their more learned counterparts. Worse still, using metamagic feats slows the sorcerer's casting time, turning this key spellcasting tool into a potential liability.

If your sorcerer is the party's key arcane spellcaster, it's best to focus on total offense. Let the cleric erect the magical defenses and the warrior block the hits. Your task is to bombard your enemies with a barrage of damaging spells. Make sure you learn spells of every energy type and take the Spell Penetration feat early to help you overcome spell resistance.

Other Classes: *Complete Arcane* presents three new arcane spellcasting classes: the warlock, the wu-jen, and the warmage. Each of these classes is a variation on the core arcane theme—one restricts the spell selection, another changes the fundamental methods of casting, and the third exchanges certain spellcasting elements for others. The warlock is a great alternative to the combat-oriented sorcerer, and he can offer ranged combat potential in a party with warriors who specialize in melee. On the other hand, if the group's warrior is an effective ranged combatant, the warmage can help the cleric and rogue cover the group's melee needs.

Divine Spellcasters

The divine spellcaster is the heart and soul of every adventuring party. Armed with good combat prowess, a broad range of buff spells, power over undead, and the always-in-demand cure spells, the cleric fills a vital role. In fact, a party without a cleric has a much harder time surviving than one that has clerical support from the start.

When you choose a divine spellcaster, you play an important support role in your party. You're the one everyone else relies on to supply healing spells, remove afflictions such as diseases and curses, and restore lost ability points. You can also bring extra support to the team with your *summon monster*, *summon nature's ally*, or *planar ally* spells. The more combatants you have on your side, the less damage your fellow characters have to take.

Cleric: The cleric is undoubtedly among the most effective characters in the game. With the right spells, he can rival even warriors in combat, and no character is more effective against undead. When you add unique domain abilities and the ability to heal others spontaneously, the cleric easily becomes one of the most important characters in the party.

Even so, playing a cleric can sometimes seem like a chore. Because your companions look to you to fix all their troubles, you might feel more like the party first-aid kit than a full-fledged member of the group. While it's true that no party would last long without your cures, you're far more than a simple healing factory. Your ability to fight and cast potent spells coupled with your access to abilities that no other character has ensure that you remain among the more powerful characters in the game.

Druid: The druid is a viable substitute for the cleric. While the druid lacks spontaneous healing ability, she can spontaneously summon creatures instead. Add the ability to change shape and a potent spell list that retains most of the cure spells, and the druid becomes an important addition to any adventuring party.

If you're playing a druid, you're more than likely the only character in the party with any ability to cast cure spells unless your group also includes a bard or a higher-level paladin. So it pays to invest in disposable magic items such as wands of cure light wounds or wands of cure moderate wounds to free up your spell slots for more interesting spells. Don't be afraid to experiment with your spell selection; in a worst-case scenario, you can lose a prepared spell to cast a *summon nature's ally* spell of the same level.

Other Classes: *Complete Divine* offers three additional divine spellcasting classes: the favored soul, the shugenja, and the spirit shaman. Each brings a specialized set of abilities to the table, as well as a few disadvantages. The favored soul offers better combat potential, the shugenja a broader access to different kinds of spells, and the spirit shaman a set of unique abilities effective against specific kinds of creatures. All three, however, cast spells like a sorcerer, so none has the same spell versatility as the cleric.

Missing Elements

Sometimes no one in the group wants to play a particular role, or the players don't want to be constrained by the four classic character roles. And some groups have only two or

three players—none of whom might be interested in playing multiple characters.

While the absence of any one of the four classic character roles makes adventuring more difficult, it does not make it impossible. Individual characters can make extensive use of the multiclassing rules, invest in the Leadership feat to pick up cohorts, or even play two or more characters if the DM allows it. But when a party is just plain missing a crucial element, you can take a few specific actions to minimize the impact of that shortfall.

Missing Warrior: For most groups, the very idea of not having a front-line fighter is appalling. Yet this role is in some ways the most disposable. Clerics and druids are competent warriors in their own right, and with the right set of buff spells (such as *bull's strength*, *magic weapon*, and the like), they can be the equals of nearly any warrior-type character.

If your group lacks a warrior, consider adding a druid, whose wild shape ability and animal companion can make up for the missing component. A bard can also be an excellent choice, since the additional healing he can supply lets the cleric devote his spells to augmenting his own fighting abilities. The scout class from *Complete Adventurer* is another great choice. With ranger Hit Dice and the sudden strike ability, the scout not only has combat abilities that rival those of warriors, but she can also support the rogue as a secondary trap finder.

Ideal Four-Character Group: Cleric, druid, rogue, and sorcerer.

Ideal Three-Character Group: Cleric, rogue, and sorcerer.

Missing Expert: Not having an expert can make certain environments tricky—if not downright deadly. The lack of a character who can identify and disable traps means the party is at risk of springing nearly every trap in the dungeon.

When a party finds itself in this situation, it's up to the cleric to compensate. The Trickery domain offers some stealth skills and spells, and the find traps spell—though its use depletes the cleric's available spell slots—can make up for the missing rogue ability. A group that's missing a rogue can also consider filling the warrior's role with the paladin, since that class can help the cleric compensate for his expanded role. A ranger is also a good choice because he offers the party scouting abilities that would otherwise be lacking.

Ideal Four-Character Group: Cleric, paladin, ranger, and wizard.

Ideal Three-Character Group: Cleric, ranger, and wizard.

Missing Arcane Spellcaster: The lack of an arcane spellcaster can spell disaster for a party. Wizards and sorcerers provide the means to eliminate large numbers of foes, clearing the way for the principal warrior to hammer away at the key opponent. The arcane spellcaster also significantly improves a party's chances of overcoming particularly nasty opponents, such as dragons and magical beasts.

While having an arcane spellcaster is certainly preferable, a party can compensate for the lack of one. The best way is for the expert to keep pumping skill points into the Use Magic Device skill so that she can use items to produce the necessary magical effects. A bard who can provide a small amount of arcane magic is also extremely useful, as is an extra cleric, who can at least provide some damage-dealing divine magic. The hexblade from *Complete Warrior* makes a good backup as well.

Ideal Four-Character Group: Bard, cleric, fighter, and rogue

Ideal Three-Character Group: Bard, cleric, and fighter

Missing Divine Spellcaster: The divine spellcaster is the element most commonly missing from a party. Many players prefer to go for the spotlight with a fighter or wizard (or the equivalent) rather than playing what they see as a supporting character. But the lack of a divine spellcaster results in a considerable drain on party resources. Parties that lack this element soon discover that they must invest in multiple *wands of rare light wounds* just to compensate for the healing a cleric could have provided—fifty charges don't last as long as one might think. This healing deficit plus the loss of turning capability and the lack of strong divination spells (such as *augury* and *divination*) makes operating without a divine spellcaster quite expensive and more than a little dangerous. Still, a party that's missing this element can compensate with the bard and paladin classes, both of which have some healing abilities. The party rogue should maximize her ranks in *Use Magic Device* so that she can activate divine scrolls and wands.

Ideal Four-Character Group: Bard, paladin, rogue, and wizard

Ideal Three-Character Group: Paladin, rogue, and wizard

The Fifth Character

Groups with more than four players offer greater flexibility in class choices. The party doesn't suffer from having two wizards or two fighters, but the roles of the duplicate characters overlap, reducing the enjoyment for the two players who must share the spotlight. The best way to prevent role overlap is for players to branch out into different aspects of the same roles. Instead of two fighters, for example, consider a ranger or a barbarian for the second warrior. The ranger can provide the ranged attacks (assuming he has selected the archery combat style), while the barbarian serves as the melee menace. Likewise, instead of two wizards, try a wizard coupled with a bard or sorcerer. The wizard retains a diverse selection of spells, while the other arcane spellcaster helps to fill gaps in the party caused by casualties. The following sections offer recommendations for character choices in larger parties.

Two Warriors: Part of what makes the fighter a great class choice is his ability to develop several different combat techniques. When the party has the luxury of an extra warrior, both players have more flexibility, since they can take advantage of alternative techniques without diminishing the overall effectiveness of the party. For instance, a monk and a barbarian, though opposite in outlook, make a great team. They both move faster than normal for their races, so they can close with the enemy and reduce the need for warriors who specialize in ranged attacks. Likewise, a barbarian can handle melee combat with ease, while the second warrior, preferably a fighter or a ranger, can supply covering fire with a bow or crossbow, eliminating additional targets that are closing in on the barbarian. Substituting a paladin for a barbarian can give the same results, especially in a campaign that features undead, demons, or some equally evil nemesis as the dominant monster type.

Two Experts: At first glance, two rogues in a party looks like a winning combination, and in many ways it is. Multiple rogues can work together to flank enemies and dish out buckets of sneak attack damage. If they have ranks in *Tumble*, they can

weave through their enemies and select the best targets for their attacks, while also supporting the party's primary warrior.

On the other hand, two rogues also overlap a great deal. The party really doesn't need more than one character to find traps, pick locks, and translate musty inscriptions on the wall. If the group does have a second translator, it's typically the wizard.

To prevent this kind of overlap, one of the players should consider playing a bard. Easily the most versatile kind of character, the bard offers a mix of abilities from all classes, including combat prowess, solid saving throws, and spellcasting ability. Better still, bardic music helps everyone, providing bonuses on certain tasks or in the heat of combat.

Other experts, such as the ninja and the scout, can help the rogue concentrate on developing the right skills and abilities to eliminate traps. Because these other characters are more combat-oriented, they excel at maneuvering through the battlefield to help the rogue flank enemies for sneak attacks, as well as to support the other warriors.

Two Arcane Spellcasters: Two wizards in the same party can effectively double the number of spells they ordinarily would have by sharing their spellbooks. And in heated combat, two fireballs from allied wizards are always better than one.

However, a better tactic for individualizing party roles is for one player to select a sorcerer. If that character focuses on combat spells, the wizard can take charge of the more utilitarian spells.

Multiple arcane spellcasters can help the party in other ways as well. If the party's primary warrior is not a fighter, a warmage can provide some great offensive spells, as well as some combat ability to shore up any shortcomings. A bard is also a great choice, since an extra character with access to healing spells is never bad.

Two Divine Spellcasters: Clerics are probably the best of all the classes to duplicate in a party. Sharing the burden of keeping the warrior on his feet gives each cleric more freedom to cast other spells. Multiple clerics can provide buff spells such as *bull's strength* and *bear's endurance*, to boost the front line, as well as *eagle's splendor* to help the sorcerer cast more powerful combat spells. *Magical vestment*, *magic weapon*, and *aura*, *bless*, and others used in combination can give the whole party a boost. If the primary cleric can do more than just function as the party's medic, his player is likely to enjoy the session more.

A druid is also a good addition to an adventuring party as a second divine caster. The druid's special abilities (wild shape and spontaneous casting of *summon nature's ally*) can add considerable power to the group. Furthermore, the druid has a useful selection of wilderness survival spells, and her animal companion can help other characters flank enemies.

Psionics: If your campaign includes psionics, the classes presented in *Expanded Psionics Handbook* offer the chance to play a unique and exotic character. A psychic warrior or soulknife works well as a secondary warrior, and psions and wilders are good replacements for arcane spellcasters.

BEING A TEAM PLAYER

Developing a shared background and carefully planning the group's character choices has little effect if the group doesn't act as a team. The story of one brave, bold hero overcoming



adversity is fine for a fantasy novel, but what makes the D&D game great is the teamwork displayed by a group of such adventurers. Selfish thoughts and actions are the best way for your party to meet a terrible end. If your rogue sneaks off to claim the choicest bits of treasure before the rest of the group can arrive, the fighter might not have the right tool to defeat the next monster, and another ally might not have the right item to save your hide. And you aren't doing your companions any favors by pushing ahead to fight the next monster in the next room, because if you die, their chances for survival diminish considerably. Furthermore, a cleric who hoards his cure spells until someone is at death's door encourages his companions not to take risk and not to perform heroic acts, thereby reducing the fun for everyone involved.

Though roleplaying games technically do not have winners or losers, adventuring parties do. *Success* is the name of the game, and you win by achieving its objectives. If your party saves the town or clears the dungeon, all its members win. Therefore, in the most important sense, you win by working together.

Thinking as a Group

All encounter levels (ELs) are approximations based on a group of four reasonably healthy characters of the appropriate level. Thus, an EL 4 encounter is appropriate for a group of four 4th-level characters. If one or two of those characters dies

the encounter becomes more difficult. Thus, acting without regard for your companions is a surefire way to force everyone to make a new character and start over. So when working in a group, keep the following three points in mind:

First, your character's abilities are part of the group, whether or not that fact is apparent to you. Every class and race provides a set of options and abilities that can help a party overcome an encounter. And even if you don't know what to do in a given round, you can always use the *aid* or *another action* to help someone else.

Second, the party is always more important than the individual character. Always be aware of your comrades' positions and their abilities to handle a particular threat. If the wizard is desperately battling five goblins, and you're playing the fighter, you'd better get over there and save the spellcaster's skin. Likewise, if you're playing the cleric, your primary job is to help the warriors stand on their feet. Though you can also lend combat or spell support as necessary. So if the heavy hatter is disabled, cure him as fast as possible so he can continue to do his job. By staying cognizant of the battlefield and your fellow party members, you should be able to handle just about anything the DM throws at you.

Third, keep in mind that characters who hate each other won't generally work together for long. If your group includes a paladin, it's probably not a good idea to play a chaotic evil half-orc necromancer. Such contrasts, while they provide excellent opportunities for roleplaying, are never conducive

to a good gaming experience. Playing a treacherous character diminishes or destroys the trust that is vital to party cohesiveness, and when you brave the depths of the underground, you want your friends to watch your back.

Team Roles

Well-defined party roles can help keep your group focused on teamwork. Each role represents a responsibility for a character, and the different roles ensure that each player has an opportunity to shine and gets a voice in the decision-making processes. Furthermore, team roles keep disagreements to a minimum and focus attention on the fun parts of gaming. The following sections provide some example roles other than the iconic ones discussed above.

Cartographer/Historian: The party cartographer is responsible for mapping, taking notes about certain rooms, and recording puzzles, riddles, and campaign notes. Though ideally this function should be a shared responsibility, some players are better at it than others. If another player shoulders the burden of keeping notes, pitch in whenever you can by helping to recall certain details.

Face: Your group should settle on one person in the group to be the default "front man." When your party needs a good negotiator to slip past some guards or to talk a dragon into letting everyone live, it falls to this character to do the convincing. So don't feel overshadowed when the "face" character speaks up; he's just doing his part. After all, a character who's good at talking is not always good at fighting.

General: A born strategist can look at the battle map, pick out the best paths for movement to avoid attacks of opportunity, place spells where they are most effective, and decide where everyone should be located to do well in combat situations. Such a player is an asset to the group because she can offer advice about where to attack, point out advantageous environmental conditions, and develop great strategies for the party. A general can also help other players make good combat decisions and show them how to maximize their resources in a fight.

Few people enjoy being bossed around, and a demanding player—even a well-intentioned one—can ruin the fun for everyone. Thus, the general must be receptive to others' opinions and sensitive to their feelings.

Judge: Inevitably, characters (and their players) come into conflict during the game. The dispute might be about who gets a certain piece of treasure, or it might be a disagreement over a proposed course of action. When such a conflict occurs, it's wise to put a time limit on the ensuing debate so that it cannot derail the game session. Furthermore, a disinterested character (or player) should listen to all sides of the argument and make a binding decision. This "judge" role can fall to different characters depending on who is involved in the debate, but someone who can make a quick decision and resolve the argument is invaluable for keeping the game on track.

Scout: Forewarned is forearmed, so just about every party recognizes the need for a scout. Ideally, the scout should be able to move forward quietly, inspect the scene ahead, and report back quickly to his comrades. A character with high Hide and Move Silently modifiers fits this role perfectly, so it often falls to the rogue.

The party scout can quickly overshadow the rest of the group if too much of the action falls on his shoulders. Thus, scouts should reserve their stealthy reconnaissance for when it's necessary. If the scout insists on inspecting every room, the game can quickly become all about him, with the rest of the characters as supporting cast.

Security: The character filling this party role is in charge of securing the area before the PCs enter a room or camp for the night. She might do a quick search for traps, make Listen checks, or examine the floor for recent tracks. She also determines the order of watches and is ultimately responsible for keeping the party safe from ambushes. If the security person feels that a particular location or action is too risky, the rest of the party should find an alternative solution.

Task Leader: Certain characters are just better at specific tasks than others. Thus, the character with the best Listen modifier should be listening at doors, not the fighter in full plate with the Wisdom score of 6. By the same token, the character with the trapphinding ability should be the party's authority on traps. Identify certain checks the group has to make frequently, and put the characters with the best modifiers in charge of them.

TEAMWORK BENEFITS

After a few adventures, the characters in an adventuring party tend to identify particular routines and tactics that work well for them. The wizard might select certain spells to complement the fighter's tactics, while the cleric and the rogue figure out where to stand in a fight so that they can lend support while still allowing the fighter to shield them from the worst of the enemy attacks. In this manner, the party can develop concrete teamwork benefits that evolve from the experience of working together.

WHAT IS A TEAMWORK BENEFIT?

Experienced players understand the value of specific tactics that depend on teamwork. However, teamwork also provides a more general benefit. Once characters have trained with specific comrades for a time, they become attuned to the nuances of how their companions fight, move, and communicate. Thus, characters who have spent time working as a team can derive a benefit simply from having their comrades nearby. This teamwork benefit can grant an expanded use of a skill, a bonus on certain checks, or a battlefield action otherwise unavailable to the team members.

To qualify for a teamwork benefit, PCs must meet two broad categories of requirements: training time and prerequisites.

First, the characters must jointly practice techniques relevant to the desired benefit for at least two weeks before acquiring it. This training period must be repeated whenever a new character joins the group, so that the newcomer can become accustomed to the operating procedures of the veteran team members.

Second, some teamwork benefits have prerequisites such as skill ranks, base attack bonus, or feats. A prerequisite can take one of two different forms.

Task Leader Prerequisites: These requirements must be met by at least one character on the team. If the only character who qualifies leaves the team, the group loses the teamwork benefit.

until that character returns or is replaced by another who meets the same prerequisites. Since prerequisites for teamwork benefits vary widely, the character who assumes the task leader position might differ depending on the specific benefit.

In addition to the indicated prerequisites, a task leader must have an Intelligence score of at least 8. (While he need not be a genius or have a strong personality, he must be at least reasonably capable of communicating his thoughts to others.)

Team Member Prerequisites: Every character on the team must meet these requirements. Any new character who joins the team must also meet them, or the team can no longer enjoy the benefit.

For example, the cunning ambush teamwork benefit has a task leader prerequisite of 8 ranks in both Hide and Listen, and a team member prerequisite of 1 rank in Hide. So, at least one character in the group must have 8 or more ranks in both Hide and Listen, and every other character on the team must have at least 1 rank in Hide. Thus, when the team is speaking around, the task leader directs her less adept comrades in stealth techniques, covers any extra noise with environmental sounds, and so on.

A team (see The Team Roster, below) gets one teamwork benefit for every 4 Hit Dice the lowest-level member of the team has. If that character's level later drops below the required point (due to energy drain, for example), the team retains all its current teamwork benefits but can't gain a new one until that character regains his lost level(s), plus enough additional levels to qualify for an additional benefit.

Whenever a team gains a new teamwork benefit, it also has the option to swap out a benefit it previously had for a new one, as long as it meets the new prerequisites. In effect, the team can elect to lose one teamwork benefit to gain two others. Such swaps usually occur when the team roster has changed in such a way as to render a previously known teamwork benefit less useful than before.

Unless otherwise specified, each teamwork benefit can be taken only once. A teamwork benefit applies whenever the characters on the team can communicate with each other—be it verbally, through gestures, or by magical means.

THE TEAM ROSTER

Teamwork benefits are based on the notion that once characters have spent time training with their comrades, they can respond instinctively to subtle changes in body language and anticipate their teammates' likely moves. A group of PCs or

NPCs must train together for at least two weeks before the group can gain any teamwork benefits. The PCs will undoubtedly occupy most of the positions on the team, but cohorts, animal companions, paladin mounts, familiars, and recurring NPC allies can also be members of a team.

A team must have at least two members and no more than eight. To join a team, a character must have an Intelligence score of 3 or higher. A creature with an Intelligence score of 1 or 2 can be included on a team only if it learns the teamwork trick through some character's use of the Handle Animal skill (see the sidebar). A creature without an Intelligence score can never be part of a team.

To maintain their teamwork benefits, the characters on a team must train together for at least four one-week periods per year. These training periods need not be consecutive and can happen at the same time when the characters are training to earn the new class features for a given level, so in most cases PCs don't have to spend additional time to keep their teamwork skills sharp.

Any new character added to a team after it has gained teamwork benefits must train with the other characters on the team for at least two weeks. During this time, she learns the team's standard operating procedures and the nuances of her comrades' behavior. This training can occur during the training time required to gain the benefits of a new level.

A character can join an adventuring party without joining the team that includes the other members of the group. In this case, the new character doesn't gain any teamwork benefits, but neither does her lack of prerequisites count against the team's qualification for those benefits.

A character can leave a team at her own option or by consensus of the other team members. For more teamwork benefits, see *Dungeon Master's Guide II*, pages 190–194.

TEAMWORK BENEFIT DESCRIPTIONS

Below is the format for teamwork benefit descriptions.

BENEFIT NAME

Description of what the benefit does or represents.

Training: A brief discussion of the training procedure required to acquire the benefit. The task leader coordinates the training.

Task Leader Prerequisite: A base attack bonus, a feat or feats, a minimum number of ranks in one or more skills, a class feature, or some other requirement that at least one character on the team must have for the team to acquire this benefit. This entry is absent if a teamwork benefit has no task leader prerequisite. If a benefit has more than one task leader prerequisite, the same character must meet all of them for the team to gain that benefit.

Team Member Prerequisite: Every member of the team must meet this requirement for the team to acquire the benefit. This entry is absent if a teamwork benefit has no team member prerequisite. If a benefit has more than one team member prerequisite, every character on the team must meet all of them for the team to gain that benefit.

Benefit: What the teamwork benefit enables the team to do.

HANDLE ANIMAL (NEW TRICK: TEAMWORK)

Use this skill to train an animal as part of a team.

Check: Teaching an animal the teamwork trick requires a DC 20 Handle Animal check made as part of teamwork training. This trick allows the animal to be part of a team and thus benefit from any teamwork benefits enjoyed by that team. The animal must still meet any team member prerequisites required to gain the benefit.

Tip: Advice for players and DMs about using this teamwork benefit

AWARENESS

Your team knows where to look and what to listen for to anticipate ambushes

Training: To train for this benefit, you and your teammates must run through scenarios in which half of you set up ambushes to snare the others. Through constant drilling, your team learns to listen for specific sounds and look for random visual clues. By regularly exploring dangerous locales, developing listening skills, and staying alert for the slightest movements, your team gradually develops a routine for examining an area to prevent enemies from getting the drop on the group

Task Leader Prerequisite: Listen 12 ranks and Spot 12 ranks

Team Member Prerequisite: Listen 2 ranks or Spot 2 ranks

Benefit: Every member of the team gains a +2 circumstance bonus on Listen and Spot checks if any other team member is within 30 feet

Tips: When moving into an area with poor lighting, or one that offers plenty of places for opponents to hide, it's best to spread out to the outer extent of this benefit's range. By doing so, your group presents a less attractive target to a hidden spellcaster. For example, if each character is exactly 30 feet (6 squares) away from the task leader, not everyone could be caught in a *fireball* or similar effect

CAMP ROUTINE

The regular routine your group has established allows you to set up, watch, and break down camp quickly and efficiently

Training: To develop a camp routine, the team must establish a regular schedule of tasks and responsibilities for each member. For example, one character might set up the tents while another starts the fire and a third prepares the evening meal. Your team must also set up a routine watch schedule so that everyone knows who goes on watch when, and for how long

Task Leader Prerequisite: Survival 8 ranks or Self Sufficient

Team Member Prerequisite: Survival 1 rank

Benefit: Your team can set up and break camp with an eye toward defensibility and efficiency. The team member on watch gains a +2 bonus on Spot and Listen checks, and each sleeping team member gains a +4 bonus on Listen checks to hear any sounds within 30 feet

Tips: Be sure to put spellcasters on the first watch or last watch so that they can get enough uninterrupted rest to regain their spells. Your first priority when the party is attacked while you are on watch is to wake up your allies, so you should carry a signal whistle, bell, or similar item

CIRCLE OF BLADES

The members of your team can combine their attacks to slice through the defenses of a foe they have surrounded

Training: You and your teammates learn to anticipate each other's attacks and fighting maneuvers. By correctly timing your blows, you can strike at a foe's vulnerable points.

Task Leader Prerequisite: Weapon Specialization and base attack bonus +6

Team Member Prerequisite: Sneak attack +1d6

Benefit: Any team member who readies an action to attack when the task leader does gains a +2 bonus on damage rolls against the same target

Tip: The circle of blades teamwork benefit works best against undead, oozes, and other monsters that have immunity to extra damage from sneak attacks

CROWDED CHARGE

Because you and your allies know when to step out of each other's way, you can charge even when allies are blocking your path

Training: The members of your team learn to step aside whenever one of them begins a charge

Task Leader Prerequisite: Jump 8 ranks

Team Member Prerequisite: Jump 1 rank

Benefit: Other team members do not block movement for the purpose of determining whether a team member can charge. However, a charging team member must still end her movement in an unoccupied space

Tips: This versatile benefit allows the party's rogue or ranger to scout ahead in a dungeon or other constrained terrain without worrying about blocking a fighter's or barbarian's charge. Furthermore, because the benefit also extends to mounted team members, a paladin can charge on horseback without worrying about trampling her comrades.

CUNNING AMBUSH

Your team can quickly take advantage of terrain to ambush opponents

Training: The training for this benefit involves studying common environments, running through ambush scenarios, and devising strategies that take advantage of the terrain. Your team must spend a few days in the hills, then in the forest, and then—if possible—in the shifting sands of the desert

Task Leader Prerequisite: Hide 8 ranks and Listen 8 ranks

Team Member Prerequisite: Hide 1 rank

Benefit: If the team members allow the task leader to prepare their hiding positions, he can make a special Hide check to camouflage them. This check is modified by each team member's armor check penalty and Dexterity rather than the task leader's, and the camouflage effect lasts until the team member moves. Hiding a team member in this manner requires 10 minutes of work

Tips: The ambush teamwork benefit is a great way to play smart. Instead of always going after the monsters on their own turf, let them come to you. Try luring monsters into your trap with spells such as *dancing lights* or *major image*. Failing that, buff up the party scout with defensive spells to protect her while she acts as bait

CUNNING AMBUSH, IMPROVED

When you are adequately prepared, your team can set a devastating ambush

Training: Same as for cunning ambush

Expert mountaineers gain the upper hand in a battle with barpies.

+1 bonus on melee attacks). Alternatively, making ranged attacks from the other side of an area that features uncertain footing might discourage enemies from charging you.

EXPERT MOUNTAINEERS

Your team can work together to ascend difficult slopes and sheer surfaces with relative ease.

Training. Constant training with expert climbers has made your team comfortable with ascents and descents.

Task Leader Prerequisite: Climb 8 ranks and Use Rope 8 ranks.

Team Member Prerequisite: Climb 1 rank or Use Rope 1 rank.

Benefit. If a team member succeeds on a Climb check, every other team member adjacent to him gains a +2 circumstance bonus on Climb checks made to ascend the same surface. Furthermore, each team member can make an accelerated climb with only a -2 penalty on the Climb check. Finally, a team member can catch a falling comrade by succeeding on a Climb check against the wall's DC (not against the wall's DC + 10).

Tips: Using the appropriate climbing equipment makes Climb checks easier. So, to ensure success, invest in pitons to make your own handholds and footholds.

Task Leader Prerequisite

Hide 12 ranks and Listen 12 ranks

Team Member Prerequisite: Hide 3 ranks and the cunning ambush teamwork benefit.

Benefit. During the surprise round, each team member who is not surprised and has been camouflaged (see Cunning Ambush above) can take a full round's worth of actions.

Tips: As with cunning ambush, this benefit is best used to draw enemies into your trap. To maximize the benefit, try setting up ambushes in favorable terrain, such as forest (which grants a +2 bonus to AC and a +4 bonus on Reflex saves to any character standing in a space obscured by a tree) or a position on higher ground, which grants a

FOE HUNTING

Your team is especially good at tracking down and destroying specific types of creatures.

Training. The training for this benefit begins with intensive research on the specific creature type to be hunted. You and your teammates must drill on the various features

and traits of the chosen creature until you learn its every idiosyncrasy. Finally the team must stage mock combats so that each of you can learn to take advantage of the target creature's weaknesses.

Task Leader Prerequisite: Favored enemy (any one) +4.

Team Member Prerequisite: Survival 1 rank and base attack bonus +4.

Benefit: Each team member who assumes a flanking position with the task leader against his favored enemy gains a +2 bonus on damage rolls against that creature.

Tips: To make optimum use of this benefit, the task leader should wear light armor or use spells that improve his speed.

GROUP TRANCE

You and your teammates reduce your susceptibility to sleep by learning the ways of the elves.

Training: Your team members learn the secrets of elf trance and can slip into a trance state by establishing a physical link with the task leader. This trance state allows each member to gain the benefit of sleep by cleansing her mind and entering a deep meditative state.

Task Leader Prerequisite: Elf blood (elf or half-elf).

Team Member Prerequisite: Concentration 1 rank.

Benefit: When team members join hands, the task leader can create a trance link that allows each of them, regardless of race, to meditate in the same manner as elves do. Every team member gains the benefit of 8 hours of sleep after just 4 hours of meditation.

Tips: Let all the spellcasters in the group rest while the warriors stay on guard. If the group's elf trances with half the team at a time, your party can get by with two well-manned guard watches per night rather than several shorter shifts.

INDIRECT FIRE

Your team has a forward observer called a spotter, who locates enemies and reveals their positions.

Training: You and your teammates practice aiming at unseen targets using directions from allies. Eventually, you learn to fire accurately at targets that have cover based on the body language and gestures of the spotter.

Task Leader Prerequisite: Precise Shot and base attack bonus +6.

Team Member Prerequisite: Spot 3 ranks.

Benefit: This benefit denies opponents some of the protection normally granted by cover or concealment. If the spotter has an unobstructed line of sight to the covered or concealed target, she can, as a move action, use hand gestures, spoken directions, and body language to alert allies wielding ranged weapons to the target's position. If the target has cover, it gains only half the normal cover bonus to Armor Class against the team's ranged attacks. If the target has concealment, the attacker rolls the miss chance twice to determine whether his attack hits. A spotter who can see invisible targets can use this ability to allow a reroll on the miss chance to strike an invisible creature.

Tips: Team members with darkvision make the best spotters, since they can use their special sight to locate creatures that are taking advantage of shadowy or dark conditions.

LIKE A ROCK

Like dwarves, the members of your team are stable on their feet.

Training: Your team develops resilience against unbalancing attacks by working closely with a dwarf or some other sturdy member of the party. When the team stands together, its members are difficult to dislodge.

Task Leader Prerequisite: Stability (as dwarf racial trait).

Team Member Prerequisite: Balance 1 rank.

Benefit: The task leader's stability bonus against bull rush or trip attempts extends to all team members adjacent to her. This bonus stacks with that provided by stability.

Tips: This benefit requires the team to bunch up, so if the enemy has a number of area attacks, be sure to beef everyone up with spells and abilities that grant energy resistance. If you must spread out, don't move so far apart that you can't help an ally who is knocked prone.

MASSED CHARGE

When your team charges, it smashes into the foe as a single, great, implacable mass.

Training: You and your teammates learn to charge as one. You line up in a tight formation and time your strides to move in tight synchronicity.

Task Leader Prerequisite: Balance 5 ranks.

Team Member Prerequisite: Balance 1 rank.

Benefit: The team can make a special charge attack. All team members move on the same initiative count, and each must charge and attack the same target. Each team member gains a bonus on his attack roll after the charge equal to the number of teammates participating.

Tips: This benefit works best against a single, large opponent. A smaller opponent presents too narrow a point of contact for you to maximize this ability.

MISSILE VOLLEY

Your team excels at firing as a group, unleashing a saturated wave of arrows and bolts. Each member places her shots so that the target cannot dodge them all.

Training: Your team practices by taking aim at a number of small targets clustered together (representing different spots on the body of a single enemy). Each of you can learn to place your shots so as to cover every part of a target with a single joint volley.

Task Leader Prerequisite: Far Shot and Precise Shot.

Team Member Prerequisite: Point Blank Shot.

Benefit: Every member of the team who readies an action to fire a missile weapon when the task leader does gains a bonus on the attack roll equal to the number of team members firing. The task leader also qualifies for the bonus, even though she did not ready an action. All these attacks must be made against the same target.

Tips: Since everyone except the task leader must ready an action to fire, the other team members lose their additional attacks. Thus, the team is trading a high number of attack rolls for a smaller number of attacks that are more likely to hit. This benefit works best when a single, skilled archer (the task leader) uses her teammates' help to improve her accuracy.

STEADFAST RESOLVE

Your team members can use their camaraderie and shared experience to shrug off the effect of fear.

Training: Through long experience in dealing with adversity, you and your teammates develop the trust and support needed to bolster each other's minds when subjected to magical fear.

Task Leader Prerequisite: Concentration 8 ranks and Iron Will

Team Member Prerequisite: Base Will save bonus +2

Benefit: Any team member who must make a saving throw against a fear spell or effect gains a +2 circumstance bonus on the save if he can see or hear at least one team member.

Tips: Some fear-based spells affect areas. If you cast such a spell on an area that includes both allies and enemies, your teammates are likely to make the save while the foes run away.

SUPERIOR TEAM EFFORT

When your team works together on a task—whether it's battering down a door, talking a nervous innkeeper into allowing everyone to spend the night, or sneaking past a guard—everyone on the team does a better than average job of assisting each other's efforts.

Training: Your team focuses on improving a particular skill. Each team member watches the task leader and learns a few specific actions that can help her succeed.

Task Leader Prerequisite: 8 ranks in a skill and Skill Focus for the same skill.

Team Member Prerequisite: 1 rank in the skill to which the task leader's Skill Focus feat applies.

Special: This teamwork benefit applies only to checks made with the skill to which the task leader's Skill Focus feat applies.

Benefit: Any team member who attempts to aid another member's check with the relevant skill must make a DC 5 check to succeed rather than a DC 10 check.

TEAM MELEE TACTICS

Because your group fights as an effective team in melee, its members can use the aid another action with greater than normal efficiency.

Training: Your team studies each member's tactics, fighting style, and tendencies. These hours of focused observation allow each member to understand how best to help the rest of the team.

Task Leader Prerequisite: Combat Expertise and Dodge

Team Member Prerequisite: Base attack bonus +6

Benefit: Whenever a team member uses the aid another action to grant another member a bonus on attack rolls, that bonus increases by 1.

Tips: The aid another action allows an ally to strike with superior accuracy at the expense of the aiding character's own attacks. Thus, the ally who receives the assistance should be the best qualified team member to take down the foe—whether by virtue of damage reduction, high AC, or the ability to use Power Attack for extra damage.

TEAM RUSH

Your team travels faster than normal as a group. The efforts and assistance of the faster characters allow the slower ones to keep up.

Training: Your team must march for a week as a group, traveling across roads, dells, forests, and mountain passes. By so doing, each team member learns how best to help everyone move together.

Task Leader Prerequisite: Survival 8 ranks and Endurance

Team Member Prerequisite: Survival 1 rank

Benefit: When the entire team is traveling overland on foot, each team member moves at the task leader's speed. This benefit does not extend to combat and similar short-term movement situations, or to mounted characters.

Tips: A barbarian is the best task leader for this teamwork benefit. At the cost of a prerequisite feat, he allows his allies to travel much more quickly across the countryside. In campaigns that feature frequent wilderness or underground travel, the time saved might prove to be a major benefit.

TEAM SHIELD MANEUVER

When your team fights as a group, its members can close ranks to protect a badly injured ally.

Training: Your group learns to react quickly when an ally falls. You drill in pushing aside a wounded team member before he tumbles to the ground and moving him out of harm's way.

Task Leader Prerequisite: Shield Specialization (see page 82)

Team Member Prerequisite: Shield Proficiency

Benefit: When a team member's hit points drop to -1 or lower, any teammate adjacent to him who carries a shield can use an immediate action to push him out of harm's way. The injured team member moves 10 feet before falling prone.

Tip: This tactic works best if one of the group's second-line characters has a potion or wand ready to heal the fallen character. In this case, even a character who isn't a member of the team can play a valuable role in making the most of this benefit.

WALL OF STEEL

By closing ranks and locking shields together, you and your teammates form an impenetrable barrier to shield a more vulnerable team member from enemies.

Training: Your group stands in a tight formation and locks shields while a hired mercenary or assistant pelts everyone with blunt arrows. Each bruising shot reminds you to improve your form and teamwork.

Task Leader Prerequisite: Tower Shield Proficiency and base attack bonus +8

Team Member Prerequisite: Shield Proficiency and base attack bonus -2

Benefit: As a swift action, any member of the team can lose his shield bonus to AC and grant it to a single adjacent team member instead. This bonus stacks with the recipient's existing shield bonus, if any.

Tip: Any arcane spellcasters who are frequently exposed to missile fire might want to take the Shield Proficiency feat to gain this teamwork benefit.

From the Knights of the Round Table to the Circle of Eight, from the Vestal Virgins to the Knights Templar, fantasy myth and medieval romance have always been filled with affiliations. Where would Robin Hood be without his band of Merry Men? For that matter, what challenge would the Sheriff of Nottingham present without his tax men and the support of the local lord?

An affiliation can be almost any group of people, limited only by their imagination and their ability to form common goals. An ancient cabal of liches, the strict ecclesiastical Wei

Jasian hierarchy, the king's bodyguards, the three sons of the old apothecary and the three daughters that help to run his shop—all these and more are affiliations.

THREATENING YOUR GAME

Affiliations add another level to the D&D experience. They put the focus back a step, broadening it from the adventure, loot, and escape cycle that makes up some player characters' activities. With affiliations, the common events of the lore—Conspiracies, kidnappings, famines, revolution, business, plague, or the founding of an empire—take center stage for a time. When the tarrasque appears, an entire kingdom mobilizes (while the neighboring kingdom promises aid but sends assassins, hoping to advance on a weakened foe after planting seeds of discord). When the world is at peace and gathers followers, the old ways are threatened. When kingdoms clash and food is scarce, when churches excommunicate the best among them and beatify the worst, when comets blaze forth the deaths of princes and revolution grips the land in a paroxysm—that is when affiliations come to the fore to play out their grand drama.



This is not to disparage an individual's focus. Indeed, affiliations highlight individuals in the same way that a background serves to define the figure of a portrait. You need not be interested in world-spanning politics to find value in affiliations. Has your character ever recovered the poison sack from a monstrous scorpion, or a kuo-toa's ido of Blbdoolpoolp, or yet another masterwork sword from a bandit chief? Affiliations give you a ready place to liquidate such treasures. Has your character ever been drained by a shadow, ridden by a night hag, or victimized by an ethereal filcher? Hire an affiliation member to restore your strength, exorcise your demons, or track down the planar pickpocket while you concentrate on your main quest. Advancing in your affiliation can be almost as important to your character's development as attaining new levels.

Affiliations also allow your character to do things that she otherwise would not be able to do. Ever wanted to open your own tavern? Start your own smithy or weapon shop? Preach to a congregation of thousands? Clear Stirge Ridge, raise a curtain wall and a donjon, and assume the responsibility of nobility? Affiliations allow you to do this and more.

THE TWO CATEGORIES OF AFFILIATIONS

Like-minded individuals might gather in an affiliation for any number of reasons, but at the fundamental level there are two basic categories of affiliations: social and racial.

Social Affiliations

A social affiliation is formed when individuals with a common interest come together to promote or protect that cause. It's that common interest, rather than any physical or professional similarity (such as race or class), that binds the members.

The most energetic or accomplished people among the membership have the best chance of rising to a high rank within the group. Conversely, members who fail to advance the cause can see their status drop drastically—sometimes so drastically that they are forced to leave the affiliation.

Racial Affiliations

As the name implies, a racial affiliation is only open to individuals of the race in question. It's conceivable that, in the context of a given campaign, a human might perform an amazing deed that causes a group of dwarves to offer him a place in their affiliation, but such occurrences should be exceedingly rare.

Racial affiliations differ from social affiliations in a number of ways. It's usually easier for a member of a racial affiliation to maintain his status even if he fails in an endeavor, because racial affiliations don't typically penalize their members. In such cases, also, members of racial affiliations usually gain some tangible (that is, game-related) benefit from their membership at a lower level of status than is the case in social affiliations.

WHY JOIN AN AFFILIATION?

Affiliations can be viewed as another type of treasure. The coffer of rubies might have fallen into the acid swamp and

melted, but the Brotherhood of Bahamut holds you in high esteem for slaying the young black dragon. Your standing in the Brotherhood goes up, and next time, instead of ritting a church to grow back your shield arm or emptying your gem pouch to book passage on a shady captain's barkentine, the Brothers will cast *regenerate* or *wind walk* for you, free of charge. In this way, an affiliation serves you the same way that your sword, your spellbook, and your gold benefit you.

You can also consider affiliations as an additional class feature. The Skill Focus (Gather Information) feat provides a bonus on Gather Information checks, but so too does sufficient status in an affiliation of thieves. Join an affiliation of sages to gain bonuses on Knowledge checks. As you increase in status, you gain more affiliation benefits and greater personal power, as well as face greater risks and enemies.

Your affiliation brings rich potential to role-playing. The group can create many opportunities, including adding foils for your PC, rivals vying for your rank, and steadfast allies that can provide aid or request it of you. Affiliations also help drive your character's motivations: when considering your character's background, you should understand how his affiliations fit in.

From the Dungeon Master's point of view, affiliations can be used to spur adventures, to lend the world verisimilitude, to introduce NPCs, to act as treasure and reward, and even to explain the occasional *deus ex machina* (even the best campaigns can benefit from such a device from time to time). You should work with your DM to determine what affiliations are available to your character. Perhaps your Dungeon Master will allow you to create your own affiliation and join it (or found it). You should also discuss possible NPC and enemy affiliations in the campaign. Affiliations with goals inimical to your own can serve as challenges that highlight your character and his allies—the Sun Fane of Pelor is opposed to the Reviled of Laogzed, while the King's Navy scouts the seas through storm and swell to harry the Thunder Sail Argov pirate fleet.

Also, while the affairs of some affiliations might be fixed in the campaign world firmament, unchanging outside of DM fiat, others can be more dynamic. Evolving affiliations add another dimension to your game. Using the materials presented later in this chapter, you and your DM can make your affiliations change as the world does, even in response to your character's actions.

No matter how you interact with affiliations, keep in mind that the goal is to have fun. Whether your thieves guild is a static fixture whose future is unquestionably secure, or whether it is a ragtag band of merry companions constantly on the run from the city watch and in danger of extermination or gnil, you should enjoy affiliations as you wish.

MEMBERSHIP HAS ITS PRIVILEGES

You have a separate affiliation score for each affiliation, but need only track those important to you. Your affiliation score defines your status in that group. Rising in status can earn benefits such as an offer of membership, a monthly flow of gold and emeralds, or research time at a wizard college.

scores from 4 to 10 are generally looked upon as probationary members. A character with an affiliation score of 10 or higher attains the most prestigious title.

Lower-rank benefits carry over to higher ranks, but normal stacking rules apply.

Even if you have founded your own affiliation (as opposed to positing the existence of one that you can join as a recruit), you still must increase your affiliation score normally before you can gain the benefits and take on the duties of a titled member of your affiliation. This represents the fact that you can't simply say, "I am founding an affiliation," and by virtue of that declaration become entitled to send an assassin after the duke or bring a plague to the eastern river tribes. Rather, you must establish your affiliation as a force in the world by satisfying affiliation score criteria, proving by virtue of your deeds that your affiliation is a force to be reckoned with and a player on the political stage.

Executive Powers: Executive powers are wielded by the affiliation's leadership, generally those members with an affiliation score of at least 30. If a PC achieves a higher affiliation score than a leader NPC, the NPC might quietly step aside in favor of the newcomer. Many affiliations, however, force the two contenders to duel or to match wits in some fashion.

Unless otherwise noted, an affiliation's leadership can use one executive power per month.

Details about executive powers are given starting on page 186.

MAKING AFFILIATIONS DYNAMIC

The noon air cooled, and a shadow drifted across the bright silver coins stacked in Taber's scales. The moneychanger looked from his table at the bazaar and saw the clouds darkening. A black rain droplet fell on to his table, upsetting the scales and sending the silver coins clattering into the air. Taber realized this was no summer squall. "The Red led!" he screamed. "Lagzed's pestis plague us!" He ran for the Sun Gate as the lizard plague began ear-rust, reptiles glimmering through alienings and rushing into fruit stands, each lizard's body capped with crackling lightning and fragrant from its recent at-Jude.

When you play with affiliations, a new avenue for conflict resolution and storytelling opens. Plagues, the births of kingdoms, wars, naval blockades, arcane research breakthroughs, trade embargoes, and other factors become part of your campaign in new ways. Your character need no longer do everything from winning the Battle of Sturge Ridge to lifting the curse on the southern farmlands to negotiating peace with the Frost Cavern quaggoths. You, and your DM, can rely on your affiliation to accomplish some of these tasks while you spend the bulk of your time focusing on your PC's main quest.

Have you ever wondered who will watch your character's family, castle, or subjects when he is off adventuring? If your PC is part of the Bullette Rampant mercenary company, you can simply have a detachment from your battalion watch over your loved ones. If your DM determines that the Vala-

Nine Evening's annual syndicate strikes at your family while you are adventuring underground, you can resolve the attempt by playing out the details in the absence of your character or more simply by using opposed violence checks for your mercenary company and the brute squad sent by the beholder. Violence checks are described below.

Have you ever picked up a powerful magic item, say a +2 thundering dire flail that no one in the party could use? Campaign credibility is stretched by simply selling it to an anonymous buyer who just happens to have 36,500 gp ready to spend. Instead, you donate it to your affiliation and increase its capital—it is reasonable to assume that a sizable affiliation includes a member who knows—or now wants desperately to learn—how to use a dire flail.

Have you ever heard yourself utter the lines that famously fill a DM's heart with annoyance, frustration, and uncertainty? Namely, "Can I buy magic items?" When you use affiliations, businesses and colleges have the trade executive power, which allows some wondrous items to come up for sale in the campaign—if a character has the right connections.

The following rules help guide a dynamic approach to affiliations.

Capital: An affiliation starts play with capital equal to its scale. Capital represents different types of assets for different affiliation types. A fighting company has its capital invested in soldiers, armor, weapons, and transport, while a cabal has its capital invested in wondrous items, spellbooks, bound demon servants, and political secrets.

In wartime and in months of hardship, your affiliation's capital might go down; in peacetime when trade prospers, your affiliation's capital might go up. An affiliation's minimum capital is 0; its maximum capital is twice its scale. If your affiliation does nothing for two consecutive months, normal daily processes increase its capital by 1. A good way to increase your affiliation's capital is to donate treasure. For every 1,000 gp \times your affiliation's scale that you donate each month, its capital increases by 1. Thus, you must donate 5,000 gp during the course of a month to increase a scale 5 affiliation's capital by 1. For an affiliation that has a scale greater than 10, you must donate treasure in the amount of 10,000 gp \times the scale to increase capital in this way. Such organizations have increased their scope to such an extent that they need not only gold, but vast tracts of real estate, arcane secrets, favors of the emperor, the name of the duke's bastard son, and other nonmonetary items to increase their stature and power.

An affiliation whose capital falls to -1 is disbanded and cannot be refounded for a period of 1d4 months.

An affiliation whose capital remains at its maximum for a number of consecutive months equal to twice its scale improves one category in scale. For example, if a scale 4 business maintains a capital of 8 for eight consecutive months, it becomes a scale 5 business.

Violence Check: When an affiliation attempts to do something using bullyboys, bludgeons, or battles, a violence check (1d20 + violence bonus) is made. Fighting companies, governments, and tribes have violence bonuses equal to

to 1/4 their scale. Assassins and thieves have bonuses equal to 1/4 their scale.

Espionage Check. An affiliation may attempt to sneak around, gather information, and manipulate people. The following espionage checks are for the Bloodfists: Cabals, spy rings, and thieves guilds receive a bonus equal to 1/2 their scale. All other types of affiliations have espionage bonuses equal to 1/4 their scale.

Negotiation Check. Convincing people to enter into engagements, and subtle (perhaps even manipulative) persuasion are the province of an affiliation's negotiator (check 1d20 + negotiation bonus). Business, mercenary, and temples have negotiation bonuses equal to 1/2 their scale. All other types of affiliations have negotiation bonuses equal to 1/4 their scale.

EXAMPLE AFFILIATIONS

The following are examples of affiliations that may be used in a campaign. Each affiliation has a unique background, goals, and dreams. The affiliations are listed in alphabetical order by name.

BLOODFIST TRIBE

Symbol: The members of the Bloodfist Tribe paint their shields and tents with a red topknot and a bloody sword at right angles to it.

Background, Goals, and Dreams. Tattered as the Bloodfist Tribe has wandered the wastes, hunting the fleeing great herds of elk and deer. Half-orcs who are outcasts from human communities find their way north and find a new life for themselves.

While it's comforting to be among their half-orcs, life among the Bloodfists isn't easy. The Bloodfists are constantly at war with rival tribes of full-blooded humans. The Bloodfists often take reprisals from the humans, but sometimes they are forced to flee and suppress. Like hunter-gatherers everywhere, the Bloodfists risk starvation when the hunting goes poorly or if the weather is bad. In hard times the Bloodfist Tribe shrinks from the attrition of war, starvation, and younger members head south to seek a better life.

The Bloodfist Tribe's greatest problem is where next to settle. Sometimes they make war on humans and gnomes, but sometimes they are forced to flee. The Bloodfist Tribe's greatest problem is where next to settle.

the elk herds as they migrate. Leaders also spend a lot of time mediating disputes within the tribe. It's no easy task to be an arbitrator in a dispute when either aggrieved party can turn to a bloodthirsty rage at a moment's notice.

Type: Tribal
Scale: 600

Affiliation Score Criteria. Only half-orcs are eligible to join the tribe. The Bloodfists have made war against humans and humans too much to ever fully trust those not of mixed blood.

| Criterion | Affiliation Score Modifier |
|--------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Leadership | +1 |
| Assist tribe in major battle | +1 |
| Bring a herd of elk and fawn to the tribe | +1 |
| Bring head of enemy chief to Bloodfist chieftain | +2 |

Titles, Benefits, and Duties. The Bloodfist Tribe has a chieftain, a council of elders, and a council of warriors. The Bloodfist Tribe has a chieftain, a council of elders, and a council of warriors. The Bloodfist Tribe has a chieftain, a council of elders, and a council of warriors.

When the Bloodfist Tribe's members work together, they are able to build an earthen lodge. The shamans of the Bloodfist Tribe are able to heal the tribe. The Bloodfist Tribe is honoring the Bloodfist Tribe. The Bloodfist Tribe is honoring the Bloodfist Tribe.



When the lodge door opens, however, the ritual has served its purpose. The tribe member emerges tougher and more cunning than before.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4 or lower | Not affiliated or junior member with no benefits |
| 4-10 | Bloodfist Tribe Member: +4 racial bonus on Survival checks |
| 11-15 | Lodge of the Bear: +2 circumstance bonus on attempts to influence the attitude of Bloodfist half-orcs. If you are a barbarian, your rage lasts for an extra round. |
| 16-22 | Lodge of the Dire Wolf: +2 inherent bonus to your Charisma or Intelligence score. +2 racial bonus on Fortitude saves, and +4 circumstance bonus on attempts to influence the attitude of Bloodfist half-orcs. |
| 23-29 | Lodge of the Thunder Eagle: +8 racial bonus on Survival checks. +2 inherent bonus to whichever ability score you didn't raise while at the Lodge of the Dire Wolf rank, and +8 circumstance bonus on attempts to influence the attitude of Bloodfist half-orcs. |
| 30 or higher | Lodge of the White Wurm: Cold resistance 10. When you emerge from the lodge, the tribe offers you a +2 weapon as a gift. |

Executive Powers: Plunder, raid, terrorize

BRIGHTMANTLE WEAPON FORGE AND TRADING CONSORTIUM

Symbol. The symbol of the Brightmantle Consortium is a forge over water.

Background, Goals, and Dreams. When the trees were new, and the earth chafed while the mountains grew in like baby's teeth, legend goes that Durgan Brightmantle soothed the stone with gifts of ore and the sweet taste of gems. Countless eons later, a dwarven devoted to Durgan Brightmantle and the extraction of the earth's riches founded their business based on mining and smithing. Since then, the small weapons shop in Isher has grown into one of the most powerful trading enterprises in the known world, shipping goods across kingdoms and even overseas, hiring caravan guards and traveling carters and buying and forges in a large number of new towns. Brightmantle has even created entire new towns at particularly promising sites.

Enemies and Allies. Of necessity, the Brightmantle Consortium maintains good relations with all the monarchs in its scope of influence. Its relations with fighting companies are often strained, for while the latter are paid to go to war, business is difficult in those times.

Members. Most members of the Consortium are dwarves, although all the common races are represented.

The Brightmantle Consortium works diligently to retain its members, not wishing to expend resources on training new ones. If one chooses to leave, however, the Consortium

does not contest the decision, with one exception. If the guild member joins another business and the Consortium feels that trade secrets have been compromised, then the Consortium lobbies whatever local law exists in an effort to have the turncoat's new business outlawed.

Type: Business

Scale: 14 (continental seafaring kingdom)

| Criterion | Affiliation Score Modifier |
|-----------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| Character level | +1/2 PCs's level |
| 5 or more ranks in Diplomacy or Appraise | +1 per 5 ranks in each skill |
| Can cast <i>charm person</i> | +1 |
| Can cast <i>sending</i> or travel by any means more than 100 miles in a day | +2 |
| Makes peaceful contact with a new town or potential customer base | +1 per contact (max 3/year) |
| Successfully guards a caravan | +1 per caravan guarded |
| Sells 1,000 gp of weapons or other goods | +1 per sale (max. 1/month) |
| D discovers new ron. gem, or precious metal deposit | +2 per d. discovery |
| Less than 5 ranks in Diplomacy or Appraise | -2 per skill |
| Fails to deliver a caravan or message on time | -1/day |
| Loses a shipment of goods | -3/5,000 gp lost |
| Does not account for at least 10,000 gp of business per year (whether in direct sales, guard duty, or prospecting for ore or customers) | -6 |

Titles, Benefits, and Duties: As you rise through the ranks of the Consortium, you learn to increase your negotiating skills, and you gain access to great wealth.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation |
| 4-10 | Freelancer: The Consortium occasionally calls on you to help on specific jobs. |
| 11-20 | Associate: +1 competency bonus on Diplomacy checks when speaking about business matters. |
| 21-29 | Subguild Head: Placed in charge of one of the many subguilds and commanding the services of five 4th-level experts (allot skill points as you like for you can choose from the many clerks in the Consortium). Once per month, your experts must each make a DC 20 Appraise check and a DC 15 Gather Information check. If three or more fail the Appraise check, business is bad, and you lose 1 point from your affiliation score. If a five-failed Gather Information check, you fail to anticipate and deter a kidnapping and ransom attempt targeting you or your family, and an E. 10 band of rogues arrives to carry out the deed. |
| 30 or higher | Secretary of the Overguild: Can borrow up to 30,000 gp in cash from guild coffers, but this debt must be repaid within one year. |

Executive Powers: Control legitimate trade

CARAVAN OF SHADOWS

Symbol Once affiliated, you receive a tattoo of a gamut taken on the back of your left hand, in a solemn ceremony. When other members see the tattoo, they're more likely to talk to you and believe what you say.

Background, Goals, and Dreams: On the surface, the Caravan of Shadows is a prosperous halfling clan. But as with many halfling affairs, there's more going on beneath the surface. Halfling characters with a connection to the Caravan of Shadows are part of a network of thieves, spies, and con artists that stretches across a wide swath of civilization.

The Caravan of Shadows travels from city to city in a long wagon train, staying at each major settlement for a few days. The caravan's bards, acrobats, and other entertainers hold a series of performances, and the clan's merchants buy and sell spices and other valuable but easily portable goods. Less savory members of the caravan pick the pockets of the larger folk, commit burglaries on a nightly basis, or fleece the naive in games of chance or shady business deals.

Type: Business, racial

Scale: 7 (city and outliers)

Affiliation Score Criteria: Only halflings are eligible to join the caravan. Nonhalflings are sometimes allowed to travel with them—especially on dangerous roads—but fellow travelers don't get a glimpse of the inner workings of the caravan.

| Criterion | Affiliation Score Modifier |
|--------------------------------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Rogue | +2 |
| Bard | +1 |
| 10 or more ranks in Sleight of Hand | +2 |
| 10 or more ranks in Perform | +1 |
| Help another caravan member elude law enforcement | +1 |
| Steal or cheat others out of at least 10,000 gp, then donate proceeds to the caravan | +1 |

Titles, Benefits, and Duties: The reward for greater affiliation with the Caravan of Shadows is a keener talent for the skills that have made the caravan so prosperous. And if the caravan is in town, you can sell the loot from your adventures to them at an advantageous rate.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | Not affiliated or junior member with no benefits |
| 0 | Caravan Member: +2 racial bonus on Bluff, Gather Information, and Sleight of Hand checks |
| 11–5 | Shadow Pawn: Can sell jewelry, art, and magic items to the caravan masters for 60% of their purchase price. +2 circumstance bonus on attempts to influence the attitude of caravan members. |
| 16–22 | Shadow Knight: Additional +2 racial bonus on all saving throws. +4 racial bonus on Bluff, Gather Information, and Sleight of Hand checks. +4 circumstance bonus on attempts to influence the attitude of caravan members. |

Affiliation

Score

23–29

Title: Benefits and Duties

Shadow Rook: You can sell jewelry, art, and magic items to the caravan masters for 70% of their purchase price.

30 or higher

Shadow Castle: +6 racial bonus on Bluff, Gather Information, and Sleight of Hand checks. +8 circumstance bonus on attempts to influence the attitude of caravan members.

Executive Powers: Pariah, shadow war trade

CASTLE MAIRO

Symbol The symbol of Castle Mairo is the battered breastplate of Herridek I. In more intricate heraldic designs, the broken flint hammers of troglodytes can be seen lying below the shield.

Background, Goals, and Dreams Three centuries and one day after the Third Troglodytic Ruin razed the original Fort Mairo to the ground, Castle Mairo was raised in its place. Regdar had defeated Iathra, Pharaoh of the Reviled, and the oases on the edges of the desert were once again safe. Before leaving, Regdar helped his brother, Herridek II, to found a small keep on the border of the dunes.

Life in the oasis can be harsh when the sandstorms roll through, but the presence of copper, platinum, and mithral in the surrounding hills and even the bubbling oasis itself provides ample reason for the castle's continued existence.

Members: Herridek II rules the castle wisely and he recruits all manner of citizens to his nascent barony: men-at-arms, certainly, but also wizards, bards, rangers, and skilled rogues. The castle is especially desperate for divine casters and healers.

Herridek II is a beneficent monarch and allows individuals to enter and leave his domain at their leisure. In times of crisis—if a new pharaoh were to rise in the lands of the Reviled, for instance—all those nearby are drawn inside the castle walls and expected to aid in its defense.

Type: Government

Scale: 4 (regional, barony)

| Criterion | Affiliation Score Modifier |
|---------------------------------------------------|---------------------------------------|
| Character level | +1, 2 PC's level |
| Base attack bonus +5 or higher | +1 |
| Base attack bonus +10 or higher* | +2 |
| 5 or more ranks in Survival | +1 |
| Can cast cure spells 2nd level or higher | +4 |
| Explored the shafts of the Raptor-Pharaohs | +1 for each tomb shaft fully explored |
| Slew Raptor-Pharaoh mummy | +1, 4 Hit Dice of mummy |
| Knew Regdar or Herridek I | +4 |
| Takes part in defense of the fort against raiders | +4 |
| Is an outlaw | -2 |
| Retreats in battle | -2 |
| Commits a crime within the barony | -10 |
| Is member of a thieves guild | -10 |

*Overlaps (does not stack with) the modifier for a base attack bonus of +5 or higher.

Titles, Benefits, and Duties: As you advance in the hierarchy of the barony, you gain access to its riches and

begin to enjoy the benefits of nobility with accepting the duties thereof.

Once you attain the rank of Knight Baronet, you are invested with authority in the castle. Herndek the Second often makes forays into the desert for weeks or months at a time, harassing the Reviled and making sure that they are not a threat to the Castle and its mines.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation |
| 4–10 | Free Citizen: Are a citizen of the barony but gain no special status. |
| 11–20 | Hero: +2 circumstance bonus on Diplomacy checks involving other citizens of the barony. |
| 21–29 | Knight: Gain the patronage of Herndek I, which grants a +4 bonus on Diplomacy and Gather Information checks made within the barony. |
| 30 or higher | Knight Baronet: Command the services of an honor guard consisting of twelve 1st-level fighters, two 5th-level fighters, one 5th-level wizard, and two 7th-level halfling rangers mounted on giant eagles. |

Executive Powers: Law, raid, war.

THE CHALICE

Symbol: The symbol of the Chalice is a ruby chalice with crossed, ivory lightning bolts on the cup.

Background, Goals, and Dreams: The Chalice is an armed company dedicated to stamping out the influence of devils, demons, yugoloths and other slaving fiends on the Material Plane. The paladin Arbinget Ivenay founded the Chalice a millennium ago with one goal: to recover the Chalice of Heironeous from Dispat's Iron City of Dis. Aside from the members of the group's Lightning Council, no one knows if the chalice was recovered or not, but regardless of the chalice's fate, in the intervening ages the affiliation's purpose has broadened to ending the influence of the Lower Planes in the world.

Members: Many members of the Chalice are paladins, priests, and fighters; many of these eventually take levels in the knight of the Chalice prestige class (see *Complete Warrior*). Mortality is high among the membership of this combative affiliation, and as such the Chalice is always looking to induct new members of sufficient piety.

The Chalice is not a vengeful organization, and freely allows members to leave its ranks. If a member departs due to failing from paladinhood, fiendish possession, or alignment change—or tries to covertly corrupt the Chalice from within after suffering one of these fates—the Lightning Council dispatches an EL 14 exorcism squad (typically a 13th-level paladin and a 13th-level cleric of Olidammara) that is more inclined to smite first and ask for repentance by means of *Speak with Dead* much later.

Secrets: When you attain the rank of Lightning Councilor, the other councilors lead you somberly to the Eyrie of Heironeous. There, among the lightning rods of the order under a clouding sky, they inform you of the true nature of the Chalice of Heironeous. What was stolen from

Heironeous millennia ago—not by Dis, but by Hextor, who attempted to shirk responsibility for his deed and to better secure his prize by loaning the chalice to the Iron Lord of the Second—was not a powerful magic item, nor even an artifact. As revealed to Arbinget Ivenay by the solar Tama on the eve of St. Vorgan's Day 1,223 years ago, the Chalice of Heironeous is in fact the daughter of Heironeous, a young goddess-angel now held in durance vile deep in Dispat's Iron Tower. Every day, the Lightning Councilors dream of rescuing her; every day, they come no closer.

Type: Fighting company.

Scale: 12, multiregional, kingdom.

| Criterion | Affiliation Score Modifier |
|-------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Base attack bonus –10 or higher | +1 |
| Can cast divine spells | +1 |
| Knight of the Chalice prestige class | +1 per two levels |
| Wields a holy avenger | +8 |
| Has slain a fiend with more than 9 HD | +1 per fiend |
| Has written a treatise on slaying fiends | +2 |
| Successful mission on behalf of the Chalice | +2 per mission |
| Successful mission on behalf of the Lightning Council | +4 per mission |
| Neutral alignment | –15 |
| Evil alignment | –25 |
| Defeated by a fiend | –4 |
| Friends with a half-fiend, tiefling, or other tainted | –10 |

Titles, Benefits, and Duties: As you advance within the ranks of the Chalice, you learn demon-fighting techniques and how to resist the temptations of fiends.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or less | No affiliation |
| 4–10 | Initiate: The Chalice recognizes you as a potential ally or enemy in the struggle to eliminate fiends from the Material Plane. |
| 11–15 | Defender: You are inducted into membership, and can requisition a <i>potion of protection from evil</i> 1/week. |
| 16–20 | Thunderer: Chalice priests cast up to 3rd-level cure spells for free (excluding component costs) when you visit their temple. |
| 20–24 | Scion of Heironeous: Chalice priests cast up to 4th-level spells for free (excluding component costs) when you visit their temple. |
| 25–29 | Paragon of Heironeous: By taking a –5 penalty to your affiliation score, you can gain a <i>raise dead</i> spell from a Chalice priest. Fiends can make a Knowledge (the planes) check (DC 30 minus your character level) to recognize you, and if they succeed, their frenzy grants them +2 on damage rolls when attacking you. |
| 30 or higher | Lightning Councilor: Once per year, you can borrow for 1 week any magic weapon or armor with a value of 18,000 gp or less from the Chalice's armory. While you do so, the affiliation takes a –1 penalty to its capital. |

Executive Powers: Crusade, inquisition, war.

DARKSPIRE COLLEGE
OF THAUN

Symbol: The college's symbol is three black stalactites, one larger than the other two, on a gold field.

Background, Goals, and Dreams: The Darkspire College's campus is built into the sides of three enormous hanging stalactites tapering down from the vaulted ceiling of a colossal underground cavern. Piercer, the largest stalactite, extends more than 300 feet down from the ceiling and has a base with a radius of 150 feet. It houses laboratories and libraries for each school of arcane magic, a concert hall, thirteen summoning chambers, two gymnasiums, the Desmodu Dormitory, and lecture halls. Each of the Fangs, the other two stalactites, is roughly two-thirds the size of the Piercer. They contain classrooms, studies, artists' cupolae, and practice rooms. The northernmost Fang also features the Sunless Rose tavern and a warehouse. The warehouse stores goods in transit to and from the surface and other underground communities, and it sells surplus and goods gone unclaimed when a caravan doesn't return. The warehouse has a 50-50 chance to have any given *Player's Handbook* item in stock and available at 150% of the price. The Piercer and the Fangs are connected by a network of rope bridges.

Faculty and students attend Darkspire to increase their arcane knowledge, and that is the stated goal of the organization.

Enemies and Allies: The students, faculty, and administration maintain friendly relationships with most of the other peaceful residents of Thaun (the underground cavern that hosts the college's spires on a small part of its roof). These peaceful residents include swarfnoblin, deep dwarves, two nomadic tribes of myconids, and a small community of exiled drow.

The college is harassed by most drow, by an aboleth that lives in Thaun Lake, and by Cherruk, a dero warlord who claims ownership of the caverns immediately above Thaun.

Members: The College holds no grudge against those who leave its faculty. Indeed, given the college's location, it counts on losing at least one faculty member per year to beasts, slavers, or an accidental fall from a rope bridge.

Type: College

Scale: 5 city

Affiliation Score Criteria: Joining the Darkspire College is as simple as enrolling; however, to become a faculty member requires long study and arcane puissance.



The inverted towers of Thaun
hide many secrets.

Illustration by [illegible]

| Criterion | Affiliation Score Modifier |
|---------------------------------------------------------------------|-------------------------------|
| Character level | +1/2 PC's level |
| Has darkvision | +1 |
| 10 or more ranks in Knowledge (arcana) | +2 |
| Has the Arcane Thesis feat | +4 per feat |
| Can cast arcane spells 3rd level or higher | +3 |
| Can cast arcane spells 5th level or higher | +4 |
| Has a magic staff | +4 |
| Is an archmage or has a staff of power | +8 |
| Donates 1,000 gp (or more) magic item to the Department of Crafting | +2 per item, max 3 items/year |
| Is a dwarf, drow, duergar, or dride | +2 |
| No ranks in Knowledge (arcana) | -10 |
| Can cast divine spells | -2 |
| Does not spend at least 1 month per year on campus | -20 |

Titles, Benefits, and Duties: As you advance in the college, you improve your Knowledge skills and gain access to magic items. You also earn a modest stipend for your expertise with the college.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation. |
| 4–10 | Correspondent Student: You can regularly correspond with the college while attending. |
| 11–20 | Adjunct Researcher: +2 competence bonus on Knowledge skills while in the college's libraries. |
| 21–29 | Professor: When crafting a magic item, you can scavenge materials from the college—spend only 90% of the normal gp cost for a material. Drow slavers and drow kidnappers recognize you as a 5% chance per month that a 12 team of subterranean mercenaries comes to claim your bounty. |
| 30 or higher | Regent: Can requisition any arcane scroll of 750 gp or less from the college stores, up to three times per month. Must replace these scrolls with scrolls of equal value within one month of taking them. |

Executive Powers. Craft, research, trade.

DRAGON ISLAND

Symbol. The symbol of Dragon Island is a purple rampant dragon. The elder archmage chose purple as a compromise; it doesn't correspond to any true dragon's real color and thus represents dragonkind as a whole.

Background, Goals, and Dreams. A few miles off a remote stretch of coastline is Dragon Island, where humans and even skilled draconic students in this insular society of dragons and humans live in concert, with dragons supplying magical wisdom and humans providing sustenance and labor.

Dragon Island can appear as a small, rocky isle or a large, green, growing island, depending on a more evocative name you wish

to give it. The island is covered in metallic or chromatic scales and is red. Depending on the dictates of your campaign, Dragon Island could be a bastion of hope or the nexus of a gathering evil.

Members. Affiliation members are human characters who grew up on Dragon Island, learning magic under the winged, literally, of draconic masters and even riding loyal dragons as steeds.

Type: Government (ruling)

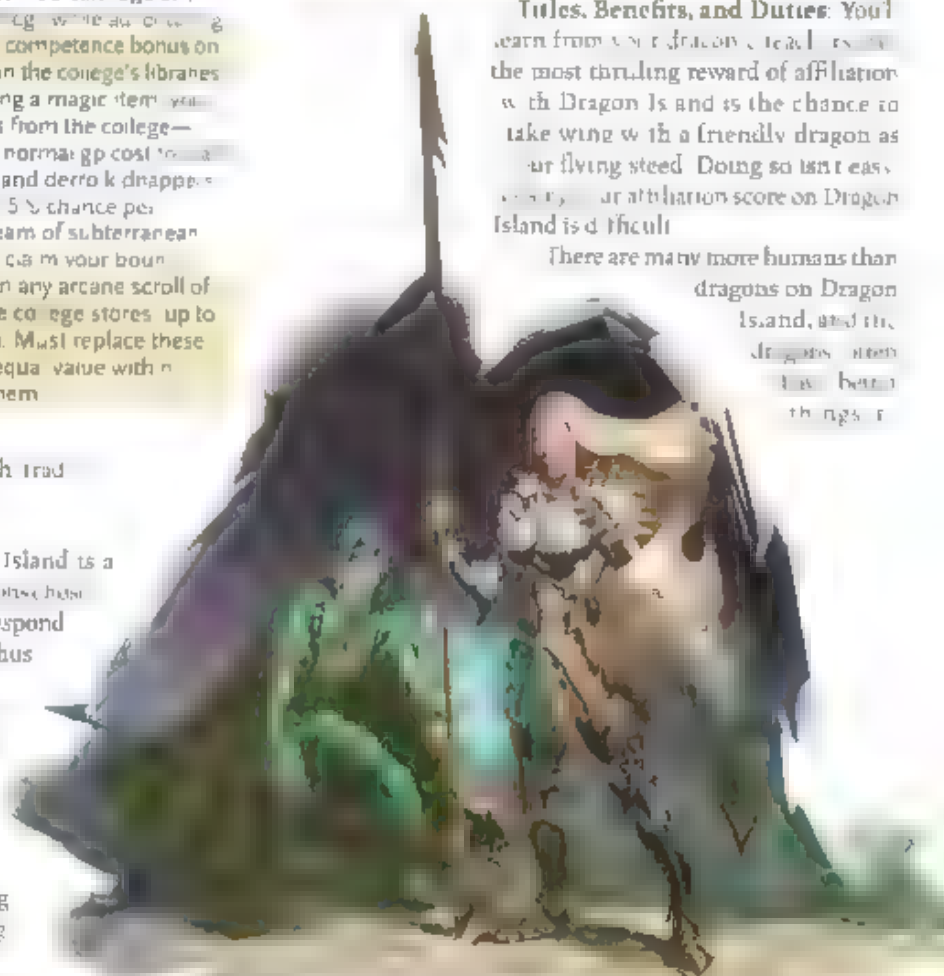
Scale: 12, multi-regional, kingdom

Affiliation Score Criteria. Only humans qualify for this affiliation because Dragon Island is an insular place with elves, dwarves or other humanoids. Most grew up here, but you can earn an affiliation with Dragon Island if you spend years here as an adult.

| Criterion | Affiliation Score Modifier |
|---------------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Speech language | +1 |
| Sorcerer | +2 |
| 0 or more ranks in Ride | +1 |
| Donate 20,000 gp in treasure to the hoard of a Dragon Island dragon | +1 |

Titles, Benefits, and Duties: You'll learn from your draconic teachers, but the most thrilling reward of affiliation with Dragon Island is the chance to take wing with a friendly dragon as your flying steed. Doing so isn't easy, but your affiliation score on Dragon Island is difficult.

There are many more humans than dragons on Dragon Island, and the dragons need to be better than the humans.



do than fly around with humans on their backs. Those who become dragonspeakers imbibe a ritual draught containing dragon blood; this liquid lengthens the human life span and makes the dragons more likely to regard you as a suitable rider. But only the best dragonspeakers are offered the ritual that turns them into dragonriders, who are able to command a dragon for as long as it takes a moon to wax and then wane into nothingness. The greatest heroes of Dragon Island mystically bond with their mounts, creating an ongoing relationship between willing steed and rider.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | Not affiliated or junior member with no benefits |
| 4-10 | Dragon Island Native: +2 circumstance bonus on attempts to influence the attitude of Dragon Island residents. Your age categories (see page 109 of the <i>Player's Handbook</i>) become twice as long, although you don't revert to a younger age category. |
| 11-15 | Dragonspeaker: +4 bonus on saving throws against a dragon's frightful presence. +2 racial bonus on Knowledge (arcana) and Knowledge (history) checks. |
| 16-22 | Dragonrider: +4 racial bonus on Ride checks when riding a dragon. |
| 23-29 | Dragonknight: If you take the Leadership feat, you can have a dragon cohort. |
| 30 or higher | Dragonmaster: +8 racial bonus on Ride checks when riding a dragon. +8 circumstance bonus on attempts to influence the attitude of Dragon Island residents immune to the frightful presence of dragons. Your age categories (see page 109 of the <i>Player's Handbook</i>) become four times as long, although you don't revert to a younger age category. |

Executive Powers. Holiday law must war

ELVES OF THE HIGH FOREST

Symbol. A cluster of acorns is the symbol of the Elves of the High Forest. Their jewelry often uses this motif, and they use the real thing—actual clusters of acorns—as subtle trail markers within the High Forest.

Background, Goals, and Dreams: The Elves of the High Forest live in a typical elf community: a series of treetop villages and small towns that together form a network to keep their forest safe and thriving.

Type: Tribe (racial)
Scale: 6 cm

Affiliation Score Criteria: To gain affiliation with the Elves of the High Forest, you need only be an elf or half-elf. The elves have many non-elf friends in the forest, but only those with elf blood can partake in the privileged Hunt of the Full Moon. You don't need to grow up among the Elves of the High Forest; you can be from a far-off elf community, and you'll still gain affiliation with these elves normally.

The Elves of the High Forest have a semicomunal lifestyle, so they favor characters with skills or class abilities that make a woodland lifestyle easier. The fastest way to gain status within the Elves of the High Forest is to perform missions on their behalf. The elves particularly favor missions that protect the forest as a whole from interlopers—from human woodcutters to gnomish raiders.

| Criterion | Affiliation Score Modifier |
|----------------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Druid or ranger | +1 |
| 10 or more ranks in Knowledge (nature) or Profession (herbalist) | +2 |
| Each successful mission | +2 |
| Each successful forest defense mission* | +4 |
| * Overlaps (does not stack with) the "each successful mission" bonus | |

Titles, Benefits, and Duties: The Elves of the High Forest offer specialized training in woodcraft for those they favor.

Those who reach a new level of status within the Elves of the High Forest attain the new benefits after attending the Hunt of the Full Moon—a combination night hunt and ritual. The greatest hunters among the elves take you on an all-night hunt for elusive game. The target is traditionally a half-fey white stag, but sometimes the elves hunt more dangerous quarry by necessity or for variety. During the night, they teach you specialized techniques in perception, stealth, and moving through the wilderness. Some say the hunters leave the Material Plane entirely and wind up hunting mystical game among the fey of Arborea. You'll return in the morning exhausted, but with the sharper perceptions and peerless camouflage of the greatest elf hunters.



Elves of the High Forest take part in the Hunt of the Full Moon.

| Affiliation Score | Title, Benefits and Duties |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | Not affiliated or junior member with no benefits |
| 4–10 | Friend of the High Forest: +2 circumstance bonus on attempts to influence the attitude of High Forest elves |
| 11–15 | Guardian of the Branch: +4 racial bonus on Listen, Search, and Spot checks |
| 16–22 | Guardian of the Trunk: +4 racial bonus on Hide and Move Silently checks performed outdoors; +4 circumstance bonus on attempts to influence the attitude of High Forest elves |
| 23–29 | Guardian of the Root: +8 racial bonus on Listen, Search, and Spot checks, and the woodland stride ability (PH 48); +8 circumstance bonus on attempts to influence the attitude of High Forest elves |
| 30 or higher | Guardian of the Forest's Heart: +2 effective caster level to a druid and ranger spells when casting spells within the boundaries of the High Forest |

Executive Powers: Craft, harvest, plague

THE GOLDEN HELM GUILD

Symbol: A golden helm is the symbol of the guild. Naturally Working in their smithies and forges, the gnomes often wear yellow skullcaps to indicate their affiliation.

Background, Goals, and Dreams: The Golden Helm Guild is a network of expert master crafters that spans dozens of gnome communities, making fine armor, weapons, and other gear for the greatest heroes of the gnomes. But the Golden Helm is no mere blacksmithing guild. It focuses on

refining rare items invested with potent magic, each one a testament to its maker's skill and power.

Missions on behalf of the Golden Helm Guild often involve securing rare ores or finding other special ingredients that the guild can use in its most potent creations.

The guild often commissions its most talented members to make magic weapons, armor, or other gear to sell or give to a gnome-allied war effort. Each item you make on the guild's behalf worth at least 10,000 gp earns you +1 to your affiliation score. You can earn this bonus multiple times, but only if the Golden Helm Guild commissions the items ahead of time.

Type: Business meta.

Scale: 10 (regional/march)

Affiliation Score Criteria: Guild membership is open only to gnomes, but anyone who can swing a hammer is welcome to sign up for an apprenticeship. Unless you have some talent for crafting either mundane or magic items, you won't derive any benefit from your affiliation.

| Criterion | Affiliation Score Modifier |
|--------------------------------------------------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| 10 or more ranks in at least one Craft skill | +2 |
| 10 or more ranks in a second Craft skill | +2 |
| 20 or more ranks in at least one Craft skill | +4 |
| Per item creation feat* | +1 |
| Each successful mission | +1 |
| Per magic item worth at least 10,000 gp made for guild | +1 |
| Does not include the item creation feat gained by someone who becomes a Golden Helm Master (see below) | |

Titles, Benefits, and Duties: When you've earned enough affiliation to attain new benefits, you need only apply for a promotion at the nearest Golden Helm chapterhouse, which exists in any gnome community of large town size or larger. After a series of examinations, the guild will award you the new rank and hold a lavish feast in your honor.

| Affiliation Score | Title, Benefits and Duties |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | Not affiliated or junior member with no benefits |
| 4–10 | Golden Helm Apprentice: +2 racial bonus on Appraise checks relating to stone or metal objects; +4 racial bonus on any one Craft skill |
| 11–15 | Golden Helm Journeyman: +6 racial bonus on Appraise checks relating to stone or metal objects; +6 racial bonus on the Craft skill you chose when you were a journeyman; and a +4 racial bonus on another Craft skill |
| 16–22 | Golden Helm Master: Gain Craft Magic Arms and Armor as a bonus feat. You can craft magic arms and armor as if you had a caster level equal to 1/2 your Hit Dice. This ability does not allow you to meet any other prerequisites of crafting a magic item. |
| 23–29 | Golden Helm Grandmaster: Craft magic arms and armor as if you had a caster level equal to your Hit Dice. |



Gnomes of the Golden Helm Guild make fine weapons, and they're capable of using them.

| | |
|--------------|-----------------------------------------------------------------------------------------------|
| Affiliation | |
| Score | Title: Benefits and Duties |
| 30 or higher | Golden Helm Exalted: Spend 10% fewer experience points than normal when crafting a magic item |

Executive Powers: Craft, gift, trade

THE LAND OF HONOR

Symbol: The Land of Honor doesn't have a nationwide symbol. Each feudal lordship has its own colorful heraldry, most using abstract decorations rather than real-world symbols like animals or words.

Background, Goals, and Dreams: Humans from this land live in a society guided by feudal lords who often war against one another. But the wars are largely fought by a caste of noble soldiers who regard battle as an opportunity to demonstrate their bravery and adherence to a rigid code of honor. Rather than draw inspiration from medieval and Renaissance Europe, this land harkens back to feudal Japan and the Age of Samurai.

In your own game, the Land of Honor might be its own nation-state, or perhaps it remains a vague and exotic place beyond the periphery of the campaign map. Give it whatever name you like.

Your human character can be a traveler or an exile from the Land of Honor. If you want to retain your unique cultural identity, consider an affiliation with others from your land. Perhaps colonies or communities of exiles exist beyond the borders of the Land of Honor, or perhaps travel back and forth is sufficiently easy that you can periodically return to the land of your birth.

If you're wielding executive powers, you're either one of the feudal lords or the power behind the lord's throne. Your concerns vary as widely as those of any real-world ruler: you might care about the welfare of your subjects, or you might care only about games of power or living a life of wealth and leisure.

Type: Government (racial)
Scale: 15 (continental/empire)

Affiliation Score Criteria: Unless one is human and born in the Land of Honor, a character is accepted in this affiliation only under extraordinary circumstances.

| Criterion | Affiliation Score Modifier |
|-------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Fighter or monk | +2 |
| 5 or more ranks in Diplomacy | +1 |
| 10 or more ranks in Diplomacy | +2 |
| Defeat worthy foe in honorable duel | +1 |
| Perform mission at lord's request | +2 (and +4 if you fail) |

Titles, Benefits, and Duties: As you gain affiliation with the Land of Honor, your feudal lord will reward you with a ceremony,—but very functional—katana. A katana is statistically identical to a bastard sword. Your willingness to live and die by your honor code becomes increasingly apparent from your bearing, and many foes will shamefacedly avoid a duel with you.

| | |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Affiliation | |
| Score | Title: Benefits and Duties |
| 3 or lower | Not affiliated or junior member with no benefits. |
| 4–10 | Citizen of Land of Honor: +2 circumstance bonus on attempts to influence the attitude of other citizens of the Land of Honor. Your lord gives you a masterwork katana. |
| 11–15 | Fearless One: +2 racial bonus on Intimidate checks. Gain Knowledge (nobility and royalty) as a class skill, regardless of your class. |
| 16–22 | Honorable One: +4 racial bonus on Intimidate checks. +4 circumstance bonus on attempts to influence the attitude of citizens of the Land of Honor. Gain Quick Draw feat when drawing your katana. |
| 23–29 | Selfless One: +6 racial bonus on Intimidate checks. +8 circumstance bonus on attempts to influence the attitude of citizens of the Land of Honor. +4 bonus on attack rolls made to confirm a critical hit with your katana. |
| 30 or higher | Perfected One: Gain damage reduction 1, — when you wield your katana. |

Executive Powers: Gift, law, war

MERATA KON

Symbol: There is no symbol for the Merata Kon as a whole. Most travelers recognize a Merata clan by its krenshar-hide tents and the smoke puffs that rise on the horizon when a Merata scout or companion band signals.

Background, Goals, and Dreams: The Merata Kon is a network of barbarian clans, sweeping nomadically from the coastal plains to the high scrub forest, living off wandering herds, seasonal vegetation, and ransomed travelers. Some tribes of the Merata Kon allow themselves to be hired as mercenaries, making raids on borderland barleys, but many would-be patrons shy away from these tribes because both its savagery and geographical uncertainty make it somewhat unreliable. Nonetheless, the people of the Kon are a powerful force due to their numbers and ferocity.

In the spring of each year, all the Merata clans gather in one place for an Alih ng, where horses are traded, daughters are wed, and alliances are fixed. Occasionally, in times of need, a Chief of Chiefs is selected, but most years there is no higher authority than the chiefs of the individual clans.

Enemies and Allies: The clans are constantly in a state of tension with the civilized city-states and kingdoms whose frontier lands and territories they drift over seasonally, ignoring political borders like rain or wind or any other force of nature.

Members: The tribe consists mostly of half-elves, humans, and disaffected half-elves who find much in common with the natural and alienated lifestyle of the tribe. There are known to be Merata clerics, but there are virtually no arcane casters outside of a few skald bard/barbarians.

The varied Merata clans have no political argument against former members, but most clan chiefs take desertion personally. In most cases, a Merata who leaves his clan is disowned and shunned forevermore.

Type: Tribe

Scale: 13: multinational, kingdom and vassal states

| Criterion | Affiliation Score Modifier |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------|
| Character level | +1/2 PC's level |
| Base attack bonus +5 or higher | +1 |
| Base attack bonus +10 or higher* | +2 |
| 5 or more ranks in Survival | +1 |
| 10 or more ranks in Survival | +2 |
| Trophy Hunter feat | +1 |
| Can cast control weather | +3 |
| Defeat animal or magical beast of your level or higher one-on-one | +1/4 creature's HD |
| Defeat a clan champion one-on-one | +2 per win |
| No ranks in Survival | -2 |
| Has lived in city | -2 |
| Does not accept a challenge to combat | -6, and cannot improve affiliation score until challenge is accepted |
| Member of a civilized affiliation | -4 per affiliation |
| * Overlaps (does not stack with) the modifier for a base attack bonus of +5 or higher | |

Titles, Benefits, and Duties: As you learn the ways of the Merata, you learn to make these smoke signals yourself as you increase your survival skills and become closer to nature.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation |
| 4-10 | Lowborn: The Merata know hold less contempt for you than for most. |
| 11-20 | Setaf Kon: +2 competence bonus on Diplomacy checks involving your clanmates and a +2 competency bonus on Survival checks made when traveling with clanmates. |
| 21-29 | Trebor Kon: Become a subchief and have a 3rd-level adept to assist you. By a system of bonfires and smoke, you can transmit signals 200 miles across the Stalking Plains in 1d2 days. |
| 30 or higher | Clan Chief: You are accompanied by four chief's men (6th-level barbarians) and your counsel is a 4th-level cleric/4th-level bard. |

Executive Powers: Harvest, raid, terrorize

THE ONE AND THE FIVE

Symbol: The symbol of the One and the Five is six black hooded figures on a violet starburst field.

Background, Goals, and Dreams: A secret ring of six wizards and sorcerers is at the heart of this cabal. Arcane casters vexed by a lack of resources find this group's support exceptionally useful for purchasing spell books, researching new spells, and perfecting metamagic techniques.

Enemies and Allies: The cabal has strained relations with most other organizations. Its secretive core, the six wizards and sorcerers known as the One and the Five, frustrate the attempts of spy rings and thieves guilds to penetrate and gather information, while their subsidization of spell books, research, and material components irks arcane colleges and many business guilds.

Members: Most of the members are human, but the One and the Five welcome all to their cabal, and in addition to

half-ores, dwarves, and gnomes, two centaurs and one gyno-sphinx are known to be associated with the affiliation.

No one knows what happens if you try to leave the One and the Five. For some reason, no one ever has—or at least no one is talking about it.

Secrets: Once you reach an affiliation score of 30, you must defeat one of the current One and Five in a mortal spell duel. After killing your opponent, you are inducted into the heart of the cabal, where you learn that the order is devoted to Vecna, and that the One represents his Eye, and the Five represent the fingers of his severed hand.

You need not worry about converting to worship of Vecna at this point—when you first attained an affiliation score of 25 or higher and the subtle workings of the inner cabal did not persuade you to convert to the service of the Maimed Lord EL 14 assault squads of summoned monsters and golems are sent to kill you before you learn the cabal's secrets.

Type: Cabal

Scale: 10 (regional, match)

| Criterion | Affiliation Score Modifier |
|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| Character level | +1/2 PC's level |
| 5 or more ranks in Knowledge (arcana) | +1 |
| Can prepare arcane spells | +1 |
| Can cast arcane spells of 3rd level or higher | +1 |
| Can cast divination spells of 5th level or higher | +2 |
| Has over 2,500 gp in magic items | +1 |
| Donates magic item valued at 1,000 gp or more to the cabal | +1 per item, max six/year |
| Shares 5th level or higher-level spell with other wizards at cabal Grand Convocation, held twice/year | +2 |
| Completes mission for the leaders of the cabal, the One and the Five | +2 per mission |
| Can cast divine spells | -6 |
| Divulges identities of members or other secrets of the cabal | -4 |
| Is known to investigate the identities or the nature of the One and the Five | -10 and an EL 12 coterie of sorcerer-wraths is sent to dissuade or dispose of you |
| Is a member of a spy ring | -6 |

Titles, Benefits, and Duties: As you advance in the cabal, your knowledge of the arcane increases. You also gain access to spells and discounted components, paraphernalia, and research.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation |
| 4-10 | Of the Many: The cabal is aware of your presence and judging you. |
| 11-20 | Of the Mind: When you gain a wizard level automatically learn three spells rather than two. |
| 21-29 | Of the Body: When you craft a magic item, pay only 90% the gp cost. |
| 30 or higher | Of the One and the Five: Three times per year, you can borrow any wondrous item in the <i>Dungeon Master's Guide</i> of 10,000 gp value or less for up to 1 week. You may not borrow a charged item in this manner. |

Executive Powers: Craft, research, shadow war



RESTENFORD GUILD OF INSURERS
SOLICITORS, AND BEGGARS

RESTENFORD GUILD OF INSURERS SOLICITORS, AND BEGGARS

Symbol The symbol of the guild is a hand placing a gold piece into a beggar's upturned cup.

Background, Goals, and Dreams The Guild of Insurers, Solicitors, and Beggars exists for the aggrandizement of its members. This legitimate businessman's guild is run by Eyeless Errol, a sightless dwarf who spends much of his time on a chair in the guildhouse, listening to his subordinates report. Eyeless Errol dresses neatly, always wearing the checked kerchief that winds around his faceless sockets to the color of his pants, and he smites with distant awareness.

Enemies and Allies This affiliation enjoys comfortable relations with the Restenford Assassins Guild and the worker guilds of the city (including the Sewerworkers and the Chimney Sweeps), walking a fine line between respectability and ruthless underworld efficiency.

Members Most members are rogues, fighters, or arcane casters, with a few priests of Ohidammara rounding out the roster.

The guild is highly vengeful. An EL 12 hit squad (typically two 8th-level fighters and two 8th-level rogues) is dispatched to squelch any member who attempts to leave the guild without Errol's express permission.

Secrets Behind the façade of an honest businessman and a dandified hands-off owner, Eyeless Errol runs a guild that practices everything from double-crossing to double-team extortion, and he is very hands-on despite being eyes-dead. Some whisper that he is in fact not dead at

all, but is simply a polymorphed dragon with blindsense. Others claim he is a mindspy doppelganger who sees through the eyes of his victims, watching himself as he attacks. No one ever really expects to unseat Eyeless Errol, but many aspire to become the Insurance Boss, the Chief Solicitor, or the Beggar Master.

After becoming Insurance Boss, Chief Solicitor, or Beggar Master, you must deal with regular assassination attempts. Either an ambitious underling or Eyeless Errol himself wary of your own ambition, attempts to rub you out. If you succeed on a DC 30 Gather Information check, you learn of the plot and do not have to face an assassination attempt that month. If you fail to uncover the plot, you must either succeed on a DC 15 Fortitude save, with failure indicating you have been assassinated, or play out the attack with your DM's help (the assassin typically has a CR of your level or less).

Type Thieves guild
Scale 61 city

Affiliation Score Criteria To join, you must be a probationary footpad for some months, while the guild surveys your work. If you are sufficiently skilled, the guild invites you to run its gauntlet, a maze of mechanical and magic traps, and, according to some, an outright assassination retained by the guild to challenge overconfident would-be members.

| Criterion | Affiliation Score Modifier |
|----------------------------------------------------------------------------------|-------------------------------------------------------------------|
| Character level | +1/2 PC's level |
| 0 or more ranks in Hide, Sleight of Hand, Forgery, Disguise, or Open Lock | +2 per skill |
| Sneak attack +3d6 or higher | +2 |
| Runs the gauntlet in 10 minutes | +4 |
| Spends one day per week appraising for the guild (requires 10 ranks in Appraise) | +1 |
| Performs a heist or swindle for the guild that nets 1,000 gp or more | +1 |
| Spends time in the City Watch gaol | +1 |
| Tips off the guild about incoming City Watch raid | +2 |
| Has no ranks in Hide, Sleight of Hand, Forgery, Disguise, or Open Lock | -2 per skill |
| Participates in a nonguild job, first time | -8, and an EL 8 team of hogs is dispatched to rough you up |
| Participates in a nonguild job, second time | -15, and a EL 12 team of rogues is dispatched to maim or kill you |
| Steals from someone under the guild's protection | -6 |

Titles, Benefits, and Duties As you advance through the guild's ranks, you improve your skills as a rogue and gain access to equipment that will help you perform cons, heists, and swindles with better regard. You also become the beneficiary of the guild's secret protection against

| Affiliation Score | Title, Benefits, and Duties |
|-------------------|---------------------------------------------------------------------------------------------------------------------------|
| 3 or lower | No affiliation |
| 4-10 | Probationary Footpad: Your jobs are sanctioned so you do not incur the affiliation score penalty for an out-of-guild job. |

Affiliation

Score

11-15

Title: Benefits and Duties

Hood: You must run the gauntlet and be initiated. If you survive, you gain an income of 200 gp/month. You must purchase equipment only from the guild, which maintains supply houses selling everything in the *Player's Handbook* and items of 1,000 gp value or less from the *Dungeon Master's Guide*.

16-22

Bravo: In the city, +4 insight bonus on Hide and Move Silently checks and +2 circumstance bonus on Sleight of Hand checks. The City Watch recognizes you if its Spot check beats your opposed Disguise check and attacks on sight.

23-29

Made Man: You can fence up to 3,000 gp of items for 90% market value each month. Income of 400 gp/month to spend at guild supply houses as above. Travel with impunity through the Sewerworkers Union's sewers and the Chimney Sweeps' rooftops.

30 or higher

Insurance Boss, Chief Solicitor, or Beggar-master: +6 bonus on Gather Information and Intimidate checks in the city. You can borrow any one of the following from guild coffers for 1 week at a time: a cloak of elvenkind, boots of elvenkind, or any wand described in the *Dungeon Master's Guide*. The City Watch considers you untouchable and no longer attacks on sight. Must make a DC 20 Diplomacy check each week or be forced to pay 100 gp in bribes and kickbacks. Must fight off regular assassination attempts.

Executive Powers: Pariah, plunder, shadow war.

RESTENFORD SEWERWORKERS GUILD

Symbol: The symbol of the Sewerworkers Guild is a stylized image of the guildmaster: a square with a circle in it representing Smiling Gordin and the head it contorts into a grinning rictus when communicating.

Background, Goals, and Dreams: Rat runners, ooze masters, subterranean tinkers, exterminators, conjurers and abjurers of fiith—the members of the Sewerworkers Guild are unnoticed by most and unthanked by all. The guild is responsible for the operation of the city's vast subterranean tunnel network. Repair work and extermination occupy much of the guild members' time, but these menial tasks only serve to mask the guild's true nature.

The guild's leader is Smiling Gordin, a miraculously awakened gelatinous cube, originally brought into the sewers because of its ability to scour a passageway clean simply by oozing through it. The origin of Gordin's intelligence is unknown, but the quality of that intelligence is unquestioned. Communicating by gelatinous convulsions that manipulate the vocal cords of various heads absorbed into his body, and not yet dissolved (the city is a violent place, and there is no shortage of heads for Gordin), Gordin has built the Sewerworkers Guild into one of the most powerful spy rings in the region.

Enemies and Allies: Utilizing their near-invisible status and all-city access to the fullest, Gordin and the sewerworkers

maintain good relations with the aboveground Guild of Insurers, Solicitors, and Beggars (thieves guild) and often collaborate with that guild on missions.

Members: Not surprisingly, most members of the Sewerworkers are rogues, but a fair number are arcane casters, and some who appear to be ooze masters are whispered to be priests of Jubilex.

The Sewerworkers cannot allow anyone to leave their ranks. The knowledge gained by the spies is valuable, and the tunnel crawlers are loath to risk letting it get away for free, but the real threat is one of exposure. Smiling Gordin simply cannot allow anyone to learn of the spy ring's existence. Anyone leaving the ranks soon comes face to face with an EL 14 strike team lead by an otyugh assassin.

Secrets: By the time you become Guild Boss, you learn that Smiling Gordin has become fixated on learning why it was chosen for intelligence. While it pursues that goal (and toward that end it might ask you to complete adventures that it cannot), Gordin is content to become the Guild Grandfather, retaining ultimate veto power but relinquishing day-to-day control to you.

Type: Spy ring.

Scale: 6 (CRV).

| Criterion | Affiliation Score Modifier |
|-------------------------------------------------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Is deformed or maimed | +1 |
| 5 or more ranks in Hide or Disguise | +1 per sk |
| Can cast divination spells of 3rd level or higher | +6 |
| Sneak attack +2d6 or higher | +2 |
| Brings back sample of ooze, mold, or slime to study | +1 per sample |
| Completes a mission for the guild | +4 per mission |
| Lives in sewers | +4 |
| Is double agent with another spy ring | +6 |
| Has no ranks in Hide, Disguise, Bluff, Spot, Listen, or Sense Motive | -2 per sk |
| Is followed by City Watch or a member of a rival affiliation into the tunnels | -2 |
| Is visibly shocked by Smiling Gordin's appearance (one time only, DC 15 Bluff check on first meeting) | -4 |
| Fails a mission for the Sewerworkers | +6 |

Title, Benefits, and Duties. As you advance in the Sewerworkers' Guild, you improve your spying and information-gathering skills and learn to use the city tunnels to your advantage.

Affiliation

Score

3 or lower

4-10

11-20

21-29

30 or higher

Title: Benefits and Duties

No affiliation

Squatter: The Sewerworkers allow you to squat at night in the tunnels.

Rat Runner: +2 competence bonus on Gather Information checks in the city.

Ooze Master: +2 circumstance bonus on Hide or Move Silently checks in the sewers.

Guild Father: Reroll a failed Spot or Listen check 3/day. +1 resistance bonus on saves against disease.

Executive Powers: Assassinate, pariah, research.

SHARULHENSA, THE ALABASTER TOWERS

Symbol Sharulhensa has no particular symbol, but many of the buildings within the neighborhood have towers and fountains incorporated into their design—a architectural nod to the magical pools.

Background, Goals, and Dreams Sharulhensa is a half-elf enclave built within the walls of a human metropolis. Based on the ruins of an ancient elf empire, the enclave holds onto its magical heritage even as other cultures have supplanted elves as the dominant humanoids across the land. The half-elves of Sharulhensa remember the mighty magic of their forebears, and they pass along ancient traditions to the new generation in an effort to connect their dual heritage.

Secrets Throughout the city of Sharulhensa are sacred pools believed to hold the spirits of departed half-elves in a quiescent state. When a half-elf drinks of these waters, he or she gains a measure of magical power and a sense of the eldritch tapestry that weaves together residents of Sharulhensa, no matter how far they roam. The enclave's elders keep the locations of the sacred pools a secret even from the ordinary residents of Sharulhensa, so the only way to get access to the pools is by garnering favor with Sharulhensa's elders—earning affiliation, in other words.

The movers and shakers within Sharulhensa have intense academic rivalries with each other as they vie to recapture more of their elven heritage.

Type: College (racial)

Scale: 2 (neighborhoods)

Affiliation Score Criteria: Only half-elves are eligible to join this affiliation. Sharulhensa residents regard full-blooded elves as lacking sufficient vitality and energy to guard the heritage of their ancient forebears.

| Criterion | Affiliation Score Modifier |
|-----------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Wizard | +2 |
| Other spellcaster | +1 |
| 10 or more ranks in Knowledge (arcana) | +2 |
| Each successful mission | +1 |
| Recovers a magic item worth 30,000 gp or more | +2 |
| Recovers a spellbook with at least 7th-level spells | +1 |

Titles, Benefits, and Duties Sharulhensa sometimes needs adventurers to undertake missions on its behalf. If you complete such an adventure successfully, you can increase your affiliation score with the half-elf enclave. But more so than the standard "Stop the orc horde marching toward the city" mission, recovering the elves' ancient heritage earns favor with Sharulhensa's elders—even if you're recovering that heritage from the elves themselves. In particular, you can improve your status with Sharulhensa if you retrieve major magic items crafted by the elves long ago and grimoires with high-level arcane spells. Not any magic sword or spellbook will do, however—Sharulhensa is interested only in items steeped in elven history.

The reward of Sharulhensa affiliation—access to the magic pools—is great, but earning affiliation with Sharulhensa is



ILLUSTRATION BY J. L. BROWN

more difficult than most other racial affiliations. Those who persevere find their ability to wield magic, especially the subtle enchantments of the elves, vastly improved.

| Affiliation Score | Title: Benefits and Duties |
|-------------------|--------------------------------------------------------------------------------------------------------------------|
| 3 or lower | Not affiliated or, junior member with no benefits |
| 4–14 | Citizen of Sharulhensa: +2 circumstance bonus on attempts to influence the attitude of Sharulhensa half-elves |
| 15–22 | Pool of the Inscrutable: +1 to the DC of saving throws against your enchantment spells and spell-like abilities |
| 23–29 | Pool of Influence: +8 circumstance bonus on attempts to influence the attitude of Sharulhensa half-elves |
| 30 or higher | Pool of the Endless: Gain detect magic as a spell-like ability usable at will (caster level equal to your HT Dice) |

Executive Powers: Gift, research, trade

SUN FANE

Symbol. The symbol of the Sun Fane is the same as that of Pelor: a shining sun.

Background, Goals, and Dreams: The Sun Fane is a powerful Pelorite temple. A cyclopean golden dome, representing the sun, rests atop colossal, blue marble walls, representing the sky, and both are supported by golden flying buttresses, completing the tableau by representing the sun's rays shining down on the earth.

The goal of the temple is to witness for Pelor and spread the glory of its merciful deity. All members of the temple turn a stern eye on those who disparage Pelor as a "part-time god" who only works half the day.

The prelates, canons, and bishops of the Sun Fane are all ardent in their worship of Pelor, but this does not stop them from engaging in heated internal politics. The One Sun is the archconan of the temple, and when a leader steps down or passes away into the sun's brilliant radiance, the infighting is fierce.

Members: Most of the Sun Fane's members are clerics, and only a cleric can rise to become the One Sun. Paladins, rogue scholars, and a few druids also climb the ecclesiastical ladder of the Sun Fane's hierarchy.

In keeping with its merciful teachings, the Sun Fane holds no grudge against those who leave its ranks. The temple is notoriously persistent, however, in trying to win back souls, and those who leave the Sun Fane hierarchy can expect many old friends to come calling with news of brilliant grace and blessed light.

Type: Temple

Scale: 12 (kingdom)

Affiliation Score Criteria: The Sun Fane is open only to those of non-evil alignment.

| Criterion | Affiliation Score Modifier |
|---------------------------------------------------------------------|----------------------------------------------------------------------|
| Character level | +1/2 PC's level |
| 5 or more ranks in <i>MHA</i> | +1 |
| Can cast divine spells of 3rd level or higher | +1 |
| Can cast divine spells of 5th level or higher ^a | +2 |
| Undertakes missionary voyage | +1 per voyage |
| Converts creature to Pelor's faith (convert must remain a believer) | +1 per convert |
| Raises or resurrects an innocent soul with own funds | +2 |
| Donates 15% or more of treasure to Sun Fane | +2 |
| Cannot cast divine spells | -2 |
| Sells spells to neutral creature | -2 |
| Sells spells to evil creature for non-evil purpose | -6 |
| Acts against alignment | -10, and cannot improve affiliation score until undergoing atonement |

^a Overlaps (does not stack with) the bonus for casting divine spells of 3rd level or higher.

Titles, Benefits, and Duties: As you advance in the ranks of the Pelorite priesthood, you learn to win converts to your faith, to spread the healing Light of your faith, and to scourge the undead, along with, some would say, rivals for the archbishopric.

Affiliation

Score

3 or lower

4-10

11-20

21-29

30 or higher

Title, Benefits and Duties

No affiliation

Lay Worshiper: The Sun Fane welcomes you as a faithful member of the congregation.

Ordained: +2 competence bonus on Knowledge (religion) checks when consulting the Sun Fane's library.

Canon: +1 competence bonus on Diplomacy checks.

Archbishop: The Sun Fane brooch, vestment of your office (does not take up space on the body) grants you a +2 bonus on turning checks.

Executive Powers: Crusade, excommunicate, holiday.

THE THUNDER SAIL ARGOSY

Symbol. The symbol of the Argosy is emblazoned on the sails of all three brigantines: a gold lightning bolt on sable.

Background, Goals, and Dreams: The gentle heaving of the deck underfoot slows, then stops. The gulls overhead quiet, and the only sound is the rhythmic lapping of the suddenly becalmed salt sea at the hull. A peal of thunder cracks over the horizon, and clouds come scudding across the sky, only a few knots slower than the bolt-on-sable Thunder Sails.

Captain Jonas Jakes commands an outlaw fleet of three brigantines: the *Rain Hawk*, the *Red Lightning*, and the flagship *Madstrom, Arctia*. Few of the current pirates in his fleet were with him when he started, and those few who have been in his quarters wonder about the strange crystal sphere kept there. Slightly larger than the glass buoys used by fisherfolk, the sphere contains a swirling turquoise mist, and it rests clutched near the captain's bedstand in a preserved and upended harpy's talon. During battle, Captain Jakes hauls the crystal sphere and harpy-leg monopod onto the aft deck, where he sits on a closed locker, hunches over the sphere, and strokes it possessively while barking orders to his mates and crew. He appears quite mad, but the Thunder Sail Argosy has survived, and the captain doesn't care whether that is due to cunning or luck as long as the gold is good and the grog is thick.

Members: Most members of the Argosy are fighter/rogues or swashbucklers, and many take levels in *duelist*. A few important officers are sorcerers or druids, and they function as artillery and environmental control. Finally, like every sailing ship, each Thunder Sail vessel has at least one bard, to sing shanties in time with the hauling of ropes and alleviate the thirsty, languorous days between plunderings.

The Argosy is not concerned about those who leave its ranks, and in fact it frequently asks men to leave the crew (often at the end of a plank after they have crossed the captain).

Secrets: When you rise to a captaincy, Captain Jakes informs you of the Thunder Sail Argosy's hidden power and purpose. Once a prominent plantation owner in a southern kingdom, Jonas Jakes saw his daughter, a powerful druid who helped him tend his crops, polymorphed into a green mist by a chaotic magic hound who rode his horse through town one day and casually sowed destruction in his wake. By

some arcane accident. Jonas's daughter Ellyrese retained her intelligence and spellcasting ability. Jonas keeps her in the first sphere on the harpy-leg monopod in his quarters, and now she uses her druid magic to cast spells for him to turn the tide of a battle or to speed the Argosy on its way. Jonas is desperately searching for an island with a white alabaster island dwelling containing "no more than one eye, no less than five mouths," which a seer once told him would be the key to restoring his daughter.

Type: Fighting company

Scale: 5 cm

| Criterion | Affiliation Score Modifier |
|-------------------------------------------------------------|----------------------------|
| Character level | +1/2 PC's level |
| Base attack bonus +5 or higher | +2 |
| More ranks in Profession (sailor) | +2 |
| More ranks in Perform (sing) or another Perform | +2 |
| Is suitable for shipboard life | +2 |
| Can cast control weather or similar effect | +2 |
| Can summon water elemental, water natural allies | +2 |
| To crew ship without need to run it aground | +4 |
| Is an outlaw | +2 (per outlawing kingdom) |
| Is on a successful raid with the Argosy | +4 per raid |
| Has own ship to add to the Argosy | +6 |
| Has no ranks in Profession (sailor), Climb, or Balance | -2 per skill |
| Has tattoo of imperator Naval service or knight's albatross | +5 |
| Doesn't cause a ship to be scuttled | +10, and you are floored |
| Causes ship to be scuttled | -50, and you are marooned |

Affiliation

Score

3 or lower

4-10

11-20

21-29

30 or higher

Title: Benefits and Duties

No affiliation

Able-Bodied Seaman. The affiliation does not suit you, but does recognize your seamanship.

Corsair: +2 competence bonus on Profession (sailor), Balance, and Climb checks while on board one of the Argosy's ships.

Ship's Officer: Gain an average of 200 gp per month in plunder.

Captain of the Rain Hawk or the Red Lightning: You assume the captaincy of a private ship, you can command a group of ten pirates (eight 1st-level fighter/1st-level rogues, one 3rd-level fighter/4th-level rogue, and one 7th-level druid) on one mission per month.

Executive Powers: Plunder and terrorize.

WINTERVEIN DWARVES

Symbol: The Wintervein symbol is a triangular mountain in front with cracks or veins.

Background, Goals, and Dreams: A collection of clans, the Wintervein Dwarves are a cross between a nomadic tribe and crusading. They move continually on the move, hunt the goblinoids, aberrations, and other horrors of the deepest caverns. The Winterveins delve deeper into the earth than most other dwarves, seeking out new caverns and transforming them into

Titles, Benefits, and Duties. As you

are in the Argosy, you de-

pend your seamanship

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your profession

WINTERVEIN DWARVES

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desired, and your DM is encouraged to allow for it, so that they fit your game and campaign world as well as possible.

As discussed, affiliations bring many new aspects to your game. As you're working through your creation ideas, don't forget that many of them can be enriched even further if other people at the table are doing the same with affiliations of their own. Friendly rivalries between affiliations can provide great motivation and background for adventure.

CONCEPT AND BACKGROUND

It is most helpful to devise a general concept for your affiliation at the outset. Will it openly rule in an area, or will it act behind the scenes? Are its members, assets, or abilities clandestine or hidden? Does it have a specific creed or objective? The answers to these questions help direct your creative efforts and make the affiliation more coherent and real.

Beyond a general concept, the extent of your affiliation's background is entirely up to you. Indeed, the extent of what's known about your affiliation is as broad as your imagination. The following topics can be considered when devising your affiliation. They might be set at the outset. Alternatively, you can move on to the other creation steps after only jotting down a few notes about your concept. Further details can be left for the end of the creation process, or for description and evolution during game sessions.

The example affiliations described earlier in this chapter make up a varied collection, yet they barely scratch the surface of what sorts of affiliations you can create for yourself. Each piece of information that can be part of an affiliation's description is discussed below.

Name: The name of your affiliation could be descriptive of its interests or concerns, or it could be a "false front" hiding its true agenda. It could be complex, legalistic, or long-winded, evincing an effort to impress or awe the general populace. Or it might be short or obscure, requiring a certain level of inside information to understand its true meaning.

Symbol: Design your affiliation's symbol (if you want it to have one), bring it to the table, and place it near your character sheet whenever affiliations are involved in play.

Motto: Perhaps everyone in your affiliation shares a battle cry, or perhaps they invoke the same blessing before every sunset. (The example affiliations in this chapter have no mottos, so you can come up with one you like if you want to use an affiliation "out of the box.")

Background, Goals, and Dreams: Just as your character is motivated by his past and driven to his future, so should your affiliation be. Did it start in the slaughterhouse of Braville, only to become a powerful mercenary company scourging the hinterlands? Did it once rise to dominate the city's arcane society, only to be shattered by the demons it once commanded? Does your affiliation want to merge with another affiliation? Destroy one? Draft the king's niece into its ranks?

Enemies and Allies: You might choose one or two affiliations, races, regions, or creature types that your affiliation cannot abide. Perhaps your affiliation wants to expunge them from the earth, feels snubbed by them at court, or was almost exterminated by them after a mass immigration from another continent. In combat, members of the affiliation attack these

enemies preferentially, and in parley, they bait and insult them. The opposite applies to those creatures or individuals you choose as allies. They should be given aid and succor where possible, and you should expect similar treatment in return. Some information on how this relationship came about, what the degree of cooperation is, and how steadfast the relationship would be useful as well.

Members: Name some of the other people in your affiliation. Identify the leader, his or her subordinates, and the rivals vying for position within the affiliation. You might consider, with the DM's permission, co-opting several previously existing NPCs from the campaign to be members of your affiliation. Think about how your affiliation treats ex-members, if it tolerates them at all.

Secrets: The byzantine politics of some affiliations afford them ample opportunity to gestate a tangled mass of secrets. If you like, choose one or two secrets for your affiliation. Share them with your DM, but only give hints about them within your party. Then, at an opportune time, unveil the secret. Perhaps your order is more ancient than anyone guesses, and under another name it founded the ruined castle you are now exploring—only your order's motto will activate the magic mounds on the nether cist below the throne room. Perhaps you've been hunting at surprise allies, and when you reach the vampire's manse, you tap on the portcullis to summon the beast's apothecary, who is actually a spy for your guild.

TYPE

Choose your affiliation's type: business, cabal, college, druid circle, fighting company, government, spy ring, temple, thieves' guild, or tribe. This selection affects the executive powers available to the affiliation's leaders.

Some concepts might be difficult to define neatly. A group of related individuals (tribe) might be engaged in a profitable enterprise (business: selling illegal goods, thieves' guild). However, for the purpose of executive powers, you'll need to set one type as the affiliation's primary focus.

CATEGORY

Decide whether your affiliation is a racial one or a social one, and include "racial" in the Type entry of the affiliation description, if appropriate. (The concept you create could dictate which category the affiliation belongs in.)

SCALE

Choose your affiliation's scale in conjunction with your Dungeon Master Table 7-1 below, provides guidelines.

As a general rule, the scale of an affiliation is an indication of how high up the ladder of influence it can rise. For instance, a scale 12 affiliation could obtain an audience with the king, a scale 6 affiliation probably has the count's ear, a scale 3 affiliation might get a hasty hearing by the local burgomaster on a slow day.

The exact meaning of scale could vary from affiliation to affiliation, however. For example, an affiliation does not necessarily need to be scale 19 to have influence on the Outer Planes. Take a cabal of scale 6—it has influence throughout a roughly city-sized area or population. This city might be the

City of Brass on the Elemental Plane of Fire and the cabal's scale might be explained by the fact that it is extremely secretive and almost unheard by the general population on its home plane.

You must have the Leadership feat to found an affiliation. If you do so, it normally begins at scale 1. Campaign circumstances might dictate otherwise, however, so you should consult with your Dungeon Master.

TABLE 7-1 AFFILIATION SCALE

| Scale | Scope of Influence | Examples |
|-------|------------------------------------------|----------------------------------------------------------------------------------------|
| 1 | Neighborhood | Bakery, druid hermit |
| 2 | Neighborhoods | Crossroads tavern |
| 3 | City quarter | Small abbey, small nomadic tribe |
| 4 | City quarter | Bank, slaughterhouse, barbarian trading post |
| 5 | City | Arena, pirate ship, githyari rakma |
| 6 | City | City watch, wild elf tree tribe |
| 7 | City and outliers | Large college, tyrant wizard in tower, death slaad commanding a populous gnomish tribe |
| 8 | City/county | Frontier fort, druid sect |
| 9 | Regional/barony | Small castle, established church |
| 10 | Regional/march | Minor nobility, powerful guild |
| 11 | Multi-regional, duchy | Nobility, established knightly order, dread pirate fleet |
| 12 | Multi-regional/kingdom | Standing army, orc hordes led by legendary chieftain |
| 13 | Multi-regional/kingdom and vassal states | Vast army raised to fight off the tarrasque |
| 14 | Continental, seafaring kingdom | Centuries-old large kingdom, hidden underground nation |
| 15 | Continental/empire | Emperor and his legions, circle of archmages |
| 16 | Multicontinental, empire | Imperial legions with arcane and divine support |
| 17 | Global | Ancient order of epic-level knights |
| 18 | Astral Plane | Githyanki incursion force |
| 19 | Multi-planar | Armies in the Blood War between demons and devils |
| 20 | Cosmos | Epic-level affiliations, heroic deities |

AFFILIATION SCORE CRITERIA

Affiliations measure a member's value by a number of factors. Some are baseline. If a character is not of the proper religion, nationality, race, alignment, class, or other nature, his affiliation score is irrelevant, absent special dispensation from the leadership. First, decide if your affiliation entitles any such prerequisites.

Other than baseline criteria, numerous other aspects of a character are considered when awarding benefits and status in a group. For your affiliation, choose up to thirteen of the criteria listed on Table 7-2.

A social affiliation can (and usually does) have some negative criteria—characteristics or accomplishments that reduce a character's affiliation score instead of increasing it. As a rule of thumb, select one negative criterion for every positive

criterion beyond the fifth one you choose: six positive and one negative, seven positive and two negative, eight positive and three negative, or nine positive and four negative.

For the most part, racial affiliations do not have negative criteria: once you're in a racial affiliation, you have to do something pretty outrageous to lower your status in the group—and such lowering is usually accomplished by simply kicking you out of the group.

Because it is easier to move up in the ranks of a smaller affiliation than a larger one, the base modifiers given on Table 7-2 must be adjusted according to the affiliation's scale. The base modifiers given are for affiliations with a scale of 1 to 7. For affiliations of scale 8 to 14, divide the modifiers given by 2. For affiliations of scale 15 to 20, divide the modifiers given by 4. The minimum impact of a criterion after modification is ± 1 .

TABLE 7-2 AFFILIATION SCORE CRITERIA

| Positive Criteria | Affiliation Score Modifier |
|-------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| Expertise and power | +1/2 character levels |
| Is a member of a favored race | +1 |
| Charisma 13 or higher | +1 |
| Base attack bonus of +5 or higher | +1 |
| Base attack bonus of +10 or higher | +2 |
| 5 or more ranks in an appropriate skill | +1 |
| 10 or more ranks in an appropriate skill | +2 |
| Has a feat that is significant to the affiliation | +1 |
| Can cast arcane or divine spells | +1 |
| Can cast 3rd- to 4th-level spells | +2 |
| Can cast 5th- or higher-level spells | +3 |
| Has/does not have a familiar | +2 |
| Member of a prestige class important to the affiliation | +2 |
| Possesses a magic item significant to the affiliation | +1/10,000 gp value |
| Wealth | +1/20,000 gp value |
| Landowner | +2 |
| Noble title | +2 |
| Lives in a favored region | +1 |
| Parents or siblings in the affiliation | +2 |
| Marries into a family whose head is an affiliation member | +2 |
| Recruits a new member into the affiliation | +1 |
| Spends ten or more years in the affiliation | +2 |
| Is in the thrall of a member of the affiliation | +2 |
| Recommendation of a member who has an affiliation score of 21 or higher | +2 |
| Saves the life of a member who has an affiliation score of 21 or higher | +3 |
| Adventures with a member of the affiliation | +1 |
| Completes a mission assigned by the affiliation | +2 |
| Makes a discovery important to the affiliation | +2 |
| Humiliates an enemy of the affiliation | +2 |
| Defeats a violent enemy of the affiliation in combat (the foe's CR must be equal to or greater than the character's level) | +1/4 the creature's CR |
| Destroys an artifact anathema to the affiliation | +4 |
| Razes a stronghold of one of the affiliation's enemies | +8 |
| Makes a pilgrimage or journey important to the affiliation | +2 |
| Donates money or magic items to the affiliation (a maximum per year might be set, after which donations accrue no additional bonus) | +1/1,000 gp donated |

| Negative Criteria | Affiliation Score Modifier |
|------------------------------------------------------------------------------------------------------|----------------------------|
| Is of unfavored race | -2 |
| Associates with unfavored race | 2 |
| Has been dead | 4 |
| Has been undead | -6 |
| Charisma 8 or lower | -2 |
| Lacks base attack bonus of a certain level | 3 |
| Lacks ranks in a certain skill | -2 |
| Lacks a feat that's significant to the affiliation | -3 |
| Lacks ability to cast a spell | 2 |
| Has/does not have a familiar | 2 |
| Is of opposed alignment | -4 to -20 |
| Acts in a manner befitting opposed alignment | -4 |
| Known to be friendly with opposing affiliation | 2 to 20 |
| Known to be a member of opposing affiliation | -20 |
| Facial hair, time and place of birth, birthmark, or other quality marks the character as undesirable | -20 |
| Lives in unfavorable area | -2 |
| Loses or destroys affiliation property | 1/1 000 gp value |
| Fails in combat | -2 |
| Falls in combat with affiliation's hated foe or rival | 4 |
| Steals from the affiliation | 10 |
| Composes a song ridiculing the affiliation or a prominent member | -10 |
| Has been/has never been to an Outer Plane | -2 |

TITLES, BENEFITS, AND DUTIES

Fill in titles as you wish for affiliation scores of 4 through 30. In general, each ranking covers a range of six points of affiliation score, but variances are common. Often it is easier to move through the lower ranks than the upper.

Choose three to five benefits from Table 7-3 for your affiliation. If you choose more than three benefits, it's a good idea to choose one duty (so that members don't get too many benefits without having to do something to earn them). If you choose four benefits, you should select one duty, and if you choose five benefits, you should select two duties.

Not all the benefits and duties detailed in the example affiliations appear in Table 7-3. You and your DM should feel free to devise your own benefits and duties, using the ones given here as guidance.

TABLE 7-3 AFFILIATION BENEFITS AND DUTIES

| |
|---------------------------------------------------------------------------------------------------------------------|
| Benefits (affiliation score 11 or higher, or 4 or higher for racial affiliations) |
| +2 circumstance bonus on particular skill checks within a geographical region |
| +2 circumstance bonus on particular skill checks when working with other affiliation members or affiliation members |
| 100 gp/month income (or 200 gp for a business affiliation) |
| Ability to share spellbooks with one spellcaster of your level once per month |
| Personal valet or servant (CR 1 or lower) |
| Purchase spellcasting from your affiliation or an allied one at 3/4 standard price |
| Rent-free use of small flat in undesirable neighborhood |
| Requisition one 1st-level potion or scroll per month |
| Travel with impunity through an allied affiliation's territory |

Benefits (affiliation score 21 or higher, or 15 or higher for racial affiliations)

- +1 on attack rolls against members of an enemy affiliation
- 10% discount on experience or gp cost when crafting
- Bard song—+1 bonus on Diplomacy checks in a tavern whose primary language matches that of the song
- Call in favor—lower your affiliation score by 5 permanently to gain access to arcane or divine spells of 5th level or higher for 1/4 standard price
- Claim audience with the king, emperor/theocrat within 1d6 days once per month
- Communications network lets you use the Gather Information skill across the duchy, sea, or planes depending on the scope of your affiliation without requiring you to move from your hometown
- Dreamwalker—falling asleep in affiliation headquarters and can prepare arcane spells, prepare one unknown spell per 8 hours sleep if it is known to another sleeper in the headquarters
- Paper charm—when burned, *word of recall* (caster level equal to affiliation score, minimum 11th) takes you and possibly allies back to your headquarters
- Personal honor guard of 4–6 appropriate creatures (EL 8)
- Purchase spellcasting from your affiliation or an allied one at 2/3 standard price

Benefits (affiliation score 30 or higher)

- Personal scribe (6th-level gnome bard) shadows your every move with quill in hand, recording your deeds for the affiliation's records and the benefit of general posterity, strumming his lute and rhyming about your life when not engaged in his primary task
- Borrow one item of up to 15,000 gp value from the affiliation's stores once per month for 2d4 days (30,000 gp value if the guild's score is above 10); while the item is borrowed, the guild's capital is decreased by 1 if the item is valued at more than 10,000 gp
- Monument—your affiliation, a grateful populace, or a coterie of rich adoring sycophants erect an obelisk, a dolmen garden, or a statue in your honor granting you a +2 bonus to your Leadership score and a +2 circumstance bonus on Diplomacy and Intimidate checks when dealing with people who have seen your monument
- Personal honor guard of 4–12 appropriate creatures (EL 12)
- Form friendship with head of allied affiliation (often a creature of CR 10 + 1/2 score)
- Ancient advisors—the spirits of the former affiliation heads are trapped within wisp-like glowing balls on the Wisp Crown, a symbol of your office; three times per day you can use the Wisp Crown's ancient advisors to grant you a +6 insight bonus on any Appraise, Decipher Script, Knowledge, Sense Motive, or Use Magic Device check
- Claim audience with a rival (but not enemy) affiliation head within 1d4 weeks once every three months

Duties (affiliation score 11 or higher, or 4 or higher for racial affiliations)

- Enemy affiliation's members gain +1 on damage rolls against you
- Enemy affiliation's members have hostile reaction and impose -10 penalty on Diplomacy checks
- Must destroy five items or creatures anathema to your affiliation in one month or reduce affiliation score by 1
- Must donate 5% of treasure to affiliation
- Must make pilgrimage or endure initiation ritual or dangerous journey

Duties (affiliation score 21 or higher, or 15 or higher for racial affiliations)

Good judgment—make DC 20 Appraise check once per month; failure indicates loss of 200 gp and affiliation score reduced by 1

Must recruit one new member per month or reduce affiliation score by 1

Must defeat a CR 9 creature in single combat

Must donate 10% of treasure to affiliation

Duties (affiliation score 30 or higher)

Assassination attempts—if you fail to uncover a plot each month with a DC 30 Gather Information check, then you must face a CR 12 assassin (can be simplified: make DC 15 Fort save or die)

Great judgment—make DC 20 Appraise check once per month; failure indicates affiliation loses 1 capital

Must defeat a CR 13 creature in single combat

Mutiny—succeed on DC 15 Diplomacy check once per month or face mob/challenger (EL 12)

EXECUTIVE POWERS

Affiliation leaders wield executive powers to accomplish many tasks on a grand scale. Generally a leader must have an affiliation score of 30 or higher in order to gain the authority necessary to exercise these powers.

Choose three executive powers for your affiliation from among those described below. The executive power descriptions limit certain powers to certain affiliation types. This was done to balance out the value of the various types. You are free to ignore those restrictions if your campaign or storyline dictates otherwise.

Some of the abilities encompassed by executive powers are only used if you are playing with dynamic affiliations (using the rules for capital, violence checks, espionage checks, and negotiation checks).

Assassinate: Your affiliation can retain the services of an assassin or send one of its own. The level of the assassin is equal to $1/2$ the affiliation's scale (minimum 1, maximum $10 + 1/2$ its scale). Because it takes time to prepare a strike, an assassin can be assigned one mission each three months. You could resolve the results of an assassin strike using normal D&D rules, or you might decide to resolve things "offstage." In the latter case, make an opposed espionage check against the victim's affiliation (or against the victim's Spot check if he has no affiliation). If you succeed, the assassin penetrates your target's counterinfiltration measures and strikes. The victim must succeed on a Fortitude save against the normal DC for the assassin's death attack or perish.

Cabals, druid circles, governments, spy rings, temples, and thieves' guilds can retain assassins.

Beatify: The deeds of a saint are to those of an ordinary man as the clouds are to the earth. Serene, high and aloof, the saints move through our world and yet seem not wholly a part of it. Your affiliation has the power to declare someone a potential saint; someone who is beatified gains the title Blessed or Hallowed. A living creature who is beatified gains a +2 sacred bonus on Bluff, Diplomacy, and Intimidate checks when dealing with other members of her faith. When she casts a cure spell on a member of her own faith, she adds her

Wisdom bonus to the amount cured (maximum bonus equal to the spell's level).

Druid circles and temples can beatify a creature.

Craft: Hammers ring on anvils, saws hum through wood and kraken-ink quills scratch on half petrified calfskull at your affiliation's headquarters. Your affiliation is adept at producing valuable items. It can craft any masterwork item or magic item from the *Dungeon Master's Guide* with a market price of up to $2,000 \times$ the affiliation's scale. This item belongs to the affiliation, but you can borrow it according to the benefits of your title in the affiliation description. Mobilizing the affiliation in this way is a big job, to do so requires either an expenditure of 1 capital or a successful negotiation check (DC $15 + 1$ per 2,000 gp value of the item to bargain with supply and labor vendors). The process of crafting is not quick; you must wait 1–2 months to receive the item. During this time your affiliation is free to engage in other actions.

Businesses, cabals, druid circles, colleges, temples, and tribes can craft items.

Crusade: Your affiliation can declare a crusade. You designate an enemy and attempt a Diplomacy check (DC $20 +$ scale of target affiliation, or DC $20 +$ level of target creature). If you succeed, your followers marshal their resources and travel any distance to attack the offending blasphemer. If the target is an affiliation, make opposing violence checks. If your affiliation is successful, an opposing affiliation loses 1 capital. If the target is an individual, he must make a Fortitude save (DC equal to your violence check result). If the target fails, he perishes under your affiliation's righteous onslaught.

If you wronged an enemy affiliation by prying out the rubies of its sacred idol, selling the head of its demon guard, or at auction, or rescuing a screaming sacrifice from its altar, your rival might retaliate by targeting your character with an unholy crusade. Your DM might set aside the normal Fortitude save and choose to play out an encounter. In that case, you will be set upon by creatures appropriate to the rival affiliation, with an EL equal to $10 +$ your opponent's violence bonus.

Each month that it crusades, an affiliation loses 2 capital, due to the cost of the ongoing operations.

Fighting companies, temples, and tribes can crusade. A crusade can target an individual, business, college, fighting company, government, temple, or tribe. Spy rings, druid circles, cabals, and thieves' guilds are too elusive for such punishment.

Excommunicate: You might instruct your affiliation to shun an individual or an entire group. No cleric of your affiliation will help an excommunicated creature or a member of an excommunicated affiliation. If the excommunicated creature fails a Will save (DC $10 +$ the scale of your affiliation), your edict is so strong that for a period of 1 year, the subject cannot benefit from a divine spell cast by anyone with an alignment descriptor in common with those of your church. For example, if a lawful good church of Heironymous excommunicates a creature and it fails its save, the creature cannot benefit from divine spells from a caster who is either lawful or good.

Druid circles, temples, and tribes can excommunicate and voidals.

Gift. Your affiliation might bestow a valuable gift when it matters most. After receiving a gift, the mercenary company sends extra troops, the temple sends its staff of life along with the bishop, and the thieves guild doesn't pick-pocket your members on the way back from the tavern. When your affiliation sends a gift to someone, you or an agent of your affiliation receives a +4 competence bonus on your next Diplomacy check involving the recipient of the gift.

Alternatively, when your affiliation sends a gift to an appropriate organization, it secures a +2 competence bonus on its next violence, espionage, or negotiation check, provided the attempt is undertaken within 2 months of the gift. For example, a gift to a fighting company could secure a bonus on your next violence check.

Businesses, colleges, governments, and temples can send gifts.

Harvest. The wisdom or savvy of your affiliation's leader allows your members to work the land to your advantage, coaxing crops from grudging soil or teasing out precious metals from jealous rock. When your affiliation uses the Harvest power, make a DC 20 Appraise check. If your result is between 21 and 30, each member of the affiliation receives gold (your share is $50 \text{ gp} \times \text{the affiliation's scale}$), and the affiliation itself enjoys a +1 circumstance bonus on all violence, espionage, and negotiation checks for the next 2 months. If your result was over 30, you can choose the above benefits, or your affiliation can gain 1 capital.

Businesses and tribes can harvest.

Holiday. Your affiliation has the power to declare holidays. These holidays can be perennial (Angels Day, Wyrm Waking Day, Feast of the Chapeaux of St. Cuthbert) or one-day events marking grand occasions (the dauphin's wedding day, the triumph over Snurre and the hill giants, the arrival of the Duke of Bruss's ambassador). Any citizen in a land celebrating the holiday, and any member of an affiliation observing the holiday, gains a +1 morale bonus on all attacks, saves, and skill checks during the day. No more than one holiday per month can be declared.

Druid circles, governments, and temples can designate holidays.

Inquisition. With the ringing of the steeple bells, your holy organization declares a hunt for blasphemers. Designate one target affiliation. Throughout your area of influence, that affiliation falls under the shadow of suspicion.

On an individual level, members of the targeted affiliation are harassed by dedicated inquisitors. For each day they spend in the lands of the inquisition, they must succeed on a Fortitude save (DC $10 + \text{your affiliation's scale}$) or be fatigued.

On an affiliation level, suspected groups are forced to curtail some activities and conceal others. The target of an inquisition must succeed on an opposed espionage check or be unable to use any executive power requiring a violence or negotiation check during the next month.

Maintaining an inquisition is expensive and interferes with day-to-day activities. Each month when you conduct an inquisition, you must succeed on an opposed negotiation check with the local government or lose 2 capital.

Druid circles and temples can press an inquisition. Individuals, businesses, colleges, fighting companies, governments, temples, and tribes can be targeted. Cabals, druid circles, spy rings, and thieves' guilds are too elusive for persecution.

Law. Your affiliation can write and enforce law throughout its domain. You might outlaw arcane or divine casting, concealed weapons, magic items, gnomes, or anything else you desire. If an object or practice is outlawed, anyone caught using it, engaging it, or being it is fined or jailed, as you decide. Penalties beyond a fine of $100 \text{ gp} \times \text{your scale}$ are rare.

An individual can attempt a Disguise check (DC equal to your espionage check result) to engage in an outlawed practice with impunity. If you outlaw an affiliation, it goes underground and takes a -2 penalty on all checks until it relocates or the ban is lifted. A banned affiliation has a maximum capital of $1.5 \times \text{its scale}$ and it is exterminated if its capital reaches 0.

Particularly outrageous laws could require your affiliation to present the plan persuasively to your countrymen: a Diplomacy check (DC $20 + \text{scale}$) is required to accomplish this.

Your affiliation can also make a law requiring certain tasks of citizens in your area. If all citizens are required to undergo martial training, each adult militia member in your lands gains

EXCEPTIONS TO THE RULES

If your concept for a new affiliation doesn't mesh neatly with the guidelines for creating your own affiliation, don't let the guidelines keep you from doing what you want (within reason, of course).

In particular, several of the affiliations presented earlier in this chapter don't rigidly follow the guidelines concerning executive powers, so they can serve as examples of exceptions to the general rules.

The Caravan of Shadows is a business that has the executive powers pariah and shadow war, both of which are not normally available to businesses—but they work well in the context of this affiliation's concept.

The Chalice is a fighting company that has the inquisition executive power—a justifiable exception for a group of holy crusaders.

Dragon Island is a government affiliation that has four executive powers rather than the usual three, reflecting the overall power not only of the affiliation but of its highest-ranking members.

The leaders of the Winteryem Dwarves have access to the craft executive power, which is not normally available to a fighting company—but for a fighting company of dwarves, it makes perfect sense.

a +1 competence bonus on attack rolls, and your government as a whole gains a +1 competence bonus on violence checks. If you require all citizens to be literate, local civil servants are recruited from a more knowledgeable populace and your government gains a +1 competence bonus on negotiation checks. If you require all citizens to participate in a state religion or a state industry, every citizen gains at least 1 rank in Knowledge (religion) or Profession (relevant industry) and a +1 competence bonus on checks made using that skill. If you raise taxes to an extraordinary level, you have a 25% chance of gaining 1 capital each month. Other requirements and benefits are possible: consult with your Dungeon Master. Requirements demand a citizen's time and energy; however, and only one such requirement can be in place at a time (establishing a new requirement counts as the affiliation's use of executive power for that month). Requirements are also oppressive—your affiliation's leader must make a DC 30 Diplomacy check or reduce his affiliation score by 1 each month that the requirements are in place.

Normally, only governments can set laws. If there is no government in a region, druid circles or temples might enforce scripture as law.

Mint: Your affiliation stamps its leader's face on coins and issues them as currency. You gain a +2 circumstance bonus on Intimidate and Diplomacy checks with money-using creatures in lands where the coins circulate. The awe inspired by such a powerful act might shake your foes; resolve anyone who confronts you in battle and has used your coins spends the first round of combat shaken (no save). You also receive free meals and free stays in inns or roadside houses with a DC 5 Diplomacy check.

Governments can mint coins, and if the government allows it, businesses can do so as well.

Pariah: Through rumor, propaganda, forgeries, and lies, you portray an individual as anathema to his affiliation. You spread tales of priests slaughtering innocents, of businessmen squandering riches on games of knucklebones, of soldiers plotting sedition. This causes the individual to be outcast from his affiliation. The target's affiliation score drops to 0 temporarily, during which time he has no access to any affiliation benefits, funds, items, or abilities.

Your affiliation must succeed on an espionage check or negotiation check opposed by the individual's Diplomacy check to make the rumors stick. If the individual exercises executive power within his affiliation, he can add his guild's negotiation bonus on his Diplomacy check as a competence bonus.

Each month, the pariah can attempt to clear his name by making the same opposed check. When he succeeds, the record is finally set straight, and the sheep-faced members of his affiliation welcome him back with his full affiliation score restored. A pariah who has cleared his name cannot be again outcast from his guild with the pariah power for 1 year plus 1d12 months.

Cabals, spy rings, and thieves guilds can declare a member to be a pariah.

Plague: Filth fever, centipede swarms, corn blight, a rain of shocker lizards—all these are examples of plague. When

your affiliation plagues a land or another affiliation, each affected person must make a Will save (DC equal to your violence check result) each day of the month. Failure imposes a -1 penalty on all saving throws for that day. Any leader of a plagued affiliation must make a Diplomacy check (DC equal to your violence check result) with the members of his affiliation any time he wants to use an executive power; failure means that he is powerless in the face of the plague and his affiliation score decreases by 1.

Druid circles, temples, and tribes can bring a plague. Businesses, colleges, druid circles, fighting companies, governments, temples, and tribes can be targeted by a plague. Cabals, spy rings, and thieves' guilds are too small and too diffuse to be affected by a plague.

Plunder: Treasure is the goal, and speed is the means. When your affiliation plunders an area, you are not attempting to damage it permanently; only to add to your own wealth. When your affiliation launches a plundering attack, make an opposed violence check. If successful, you gain gold and gems, your share of the loot is 100 gp \times your affiliation score. The enemy has a 1 in 6 chance of losing 1 capital as a result of your plundering; your affiliation has a separate 1 in 6 chance of gaining enough treasure to increase its capital by 1.

Fighting companies, governments, spy rings, thieves guilds, and tribes can plunder. Only businesses, colleges, governments, and temples can be plundered.

Raid: A raiding party seeks to deal as much damage as possible and escape unscathed. Make an opposed violence check with the target affiliation. If your check is successful, the opposition suffers the loss of 1 capital. If unsuccessful, your raiding party has been trapped in the enemy's territory. Make opposed espionage or negotiation checks to either sneak or talk your way home. Failure indicates that the raiding party perishes and your affiliation loses 1 capital.

Cabals, druid circles, fighting companies, governments, spy rings, thieves guilds, and tribes can stage raids.

Research: Gathering information is the *raison d'être* for spy rings and colleges, but it is useful for other affiliations as well. When your affiliation conducts research, you can make an arcane discovery or unearth information about your enemies.

Your affiliation can research any arcane spell. The leader must pay the market price of a scroll of that spell in seed money for the research. In 1d4 months, your affiliation produces a scroll of the researched spell.

Your group can also research opponents. Against any NPC who has been researched, you and other members of your affiliation gain a +1 insight bonus on attack rolls in the first round of combat (after that, the NPC realizes you are anticipating his moves and switches tactics).

Finally, research can be conducted on an enemy affiliation. Your group gains a +2 insight bonus on its next violence, espionage, or negotiation check against that affiliation.

Cabals, colleges, and spy rings can conduct research.

Shadow War: Your affiliation stalks the alleys, the underpasses, the rooftops, and the dark copses on the edges of country lanes. From concealment you strike, and to concealment you return. When engaged in a shadow war, your affiliation

makes an opposed espionage check against your target. If your check fails, your target exposes your affiliation before it can strike, and your affiliation takes a -2 penalty on negotiation checks for the next month. If your check succeeds, your shadow strike is true. If your successful check result was 10 or lower, your enemy affiliation's internal structure is disrupted, and it takes a -2 penalty on violence, espionage, and negotiation checks for the next month. If your successful check result was between 11 and 20, the opposition's command and control structure is paralyzed, preventing any affiliation member from using any benefits for the next month. If your successful check result was higher than 20, your opponent loses 1 capital.

Cabals, druid circles, spy rings, and thieves' guilds can start a shadow war.

Terrorize: Skull flags on the horizon, ominous drums along the mountains, illusions cast on pillows that cackle suddenly to life and screech out bloody warnings when the target lies down to bed—all these are techniques used by your affiliation to strike terror in the hearts of individuals and other groups.

Your affiliation can speak eloquently to the victim, threatening violence, or it can swing for the kneecaps and actually provide the violence. A terrorized individual must make two Will saves (DC equal to your violence or negotiation check result). If she succeeds on both, there is no effect. If she fails one, for the next month she is shaken in the first round of combat when fighting a member of your affiliation. If she fails both for the next month, she is frightened of any member of your affiliation and flees at the first opportunity.

Your group can also attempt to terrorize an enemy affiliation. To do so, make an opposed negotiation or violence check (depending on how you would like to deliver the threat). If your affiliation wins, the opposing affiliation cannot use any executive powers during the next month.

Even the worst atrocities become commonplace if repeated too often. An individual or affiliation cannot be targeted for terrorism more than one month out of every four.

If your affiliation succeeds on an opposed espionage check before terrorizing another affiliation, the victim does not know who terrorized it.

Cabals, druid circles, fighting companies, governments, spy rings, thieves' guilds, and tribes can terrorize. Cabals, druid circles, spy rings, and thieves' guilds cannot be terrorized.

Trade: Commerce is the life blood of business, and it can provide a much-needed infusion of capital for other affiliations as well. When your group trades, choose one friendly affiliation. Each organization gains 1 capital. Make opposed negotiation checks; whoever wins has a 1 in 6 chance of gaining 1 additional capital.

Alternatively, your affiliation's trade connections can help an individual entrepreneur. If your affiliation's trading facilities are put at the disposal of an individual, he gains a +4 competence bonus on Appraise checks and a +2 competence bonus on any Diplomacy checks that involve trade for 1 month.

Lastly, a trading network can provide rumors of exotic items. Make a DC 20 negotiation check. If it succeeds, a seller

has been located who possesses a wondrous item determined randomly from those described in the *Dungeon Master's Guide* (50% chance for a minor item, 30% chance for a medium item, 20% chance for a major item; roll on Table 7-27, 7-28, or 7-29 as appropriate). Because of your trading connections, you have a percentage discount equal to your affiliation's score should you purchase the item. For example, if you belong to an affiliation with a scale of 12, you would receive a 12% discount on the purchase.

Only businesses and colleges can instigate trades, but any other type of affiliation can be the other partner in a transaction.

War: Fires sweep the rooftops, and the plains shake under the boots of marching troops. War means many different things depending on your campaign, but two results are constant. First, throughout your affiliation's sphere of influence, prices double. This price increase affects everything from adventuring equipment such as 10-foot poles and scrolls of lesser restoration to mundane items such as livestock and food. It applies both to purchases and to crafting expenses, including item creation costs.

Second, whenever a PC attempts to contact an NPC who resides in the area ravaged by war, the NPC must make a DC 12 Fortitude save. Failure means the NPC has perished in the war. Your DM might make this check once per month for other important NPCs she deems at risk, regardless of whether anyone attempts to contact them.

Every month that your affiliation is at war, the war effort decreases as capital and its enemy's capital by 1. Additionally, make opposed violence checks. The loser suffers an additional loss of 0-2 capital (roll 1d6: 1-2=0, 3-4=1, 5-6=2).

Your DM might have an NPC-controlled affiliation declare war. If two governments exist in the same territory, they must go to war until one perishes (even if war is not an executive power possessed chosen by either government). A wise affiliation keeps its warchest well stocked with ingots; poor affiliations are ripe targets for conquest.

Fighting companies, governments, and tribes can start a war. War can be waged against a college, fighting company, government, temple, or tribe. Cabals, druid circles, spy rings, and thieves' guilds are too elusive. Businesses are mobile enough to avoid war, but can be outlawed by governments. If a business is outlawed, however, it simply turns to the black market (see the law executive power).

EXAMPLE OF PLAY

The players at the table include Leigh (Mistake the wizard), Wendy (Lidda the rogue), William (Regdar the fighter), and Matt (Jozan the cleric). Jody is the Dungeon Master.

William (Regdar): A H! I leap back out of the way.

Wendy (Lidda): I was trying to open the—

Jody (DM): Lidda trips the wire and stone rumbles overhead.

The crepuscular light fades. When you look up, you can see by Regdar's torch that a stone disk has rotated into place over the exit, trapping you at the bottom of this raptor-pharaoh shaft.

Matt (Jozan): How are we going to get back out? Mialee, what about Hanali's Circle?

Leigh (Mialee): No, don't you remember the shadow war with the Vecna cabal? They attacked in Avridel last month and paralyzed a lot of our activities. So, no new word of recall charms for a while. We really do need to go after the One and the Five once we get out of here.

Wendy (Lidda): Right, tall and slender, your friends might be flinging acid arrows in the alleys up north, but my guild mates are right here guarding the codex, I bet they can let us out.

Lidda climbs to the top of the shaft and hangs from two piroons and a krenshar-hide saddle strap.

Wendy (Lidda): I shout for my guild mates to help while I am trying to pick the lock.

Jody (DM): It's unpickable from this side. In fact, there's no lock. However (makes a Listen check for Lidda): you do hear the sounds of shouts, then ringing steel on steel and the whoosh of fireballs.

William (Regdar): Blood of the emperor! It must be the Reviled vanguard. On open ground. Can your rogues take them?

Wendy (Lidda): I don't know.

Jody (DM): You specifically brought them for this mission, so I'm going to rule that they're not surprised by the Reviled, even though the light-adapted trogs belly-crawled through the sand from the direction of the sunset. Do you have individual stats for your guild force? [Lidda shakes her head.] Then give me a violence check.

Wendy (Lidda): I rolled a 14 and add my guild's +2 violence bonus. 16.

Jody rolls d20 and adds the Reviled affiliation's violence bonus.

Jody (DM): 15. The Violet Ghosts win by one. A single surviving guild mate arm-drags himself through the reeking, bloodied sand to the top of the shaft. He scratches at the stone, and after a great deal of encouragement from you, he finally hits the mechanism to tilt the plug-disc. The stars are out by now, and the stench of the Reviled comes through the opened gap.

Later, after the party has set up watches.

Leigh (Mialee): If there's nothing going on during my watch, I'm going to read the codex for any clue on which shaft is Iathra's tomb, since our first guess obviously wasn't right.

Jody (DM): The stiff pages are filled with religious iconography and veiled allusions. Give me a Knowledge (religion) check.

Leigh rolls d20 and adds her Knowledge (religion) skill modifier plus another 1 because religious knowledge has permeated her homeland, the territories around Castle Mairo ever since the baron made it the law for all citizens to participate in the Pelorite religion.

Leigh (Mialee): Let's see, with modifiers, I rolled a 15.

Jody (DM): Just made it!

Leigh (Mialee): Heh, Jozan. I might grumble, but apparently the mandatory worship of Pelor has its uses!

Jody (DM): You learn that the shafts of the raptor-phenoms are laid out according to dynasty, and Iathra's shaft

should be the one closest to where the sun sets on Wyrin Waking Day.

The next day the party descends into the correct tomb.

Jody (DM): Jozan's boots bang down on the sandstone tomb and puff up a cloud of dust. All right, everybody that has been living in Castle Mairo, this is the start of the day's activities, so let's see the Will saves. These are to avoid the effects of the rain of shocker lizards that the Reviled plagued you with last new moon. They rolled a 14 on their violence check, so that's the DC.

Matt (Jozan): 17. Pelor has no respect for the Reviled.

William (Regdar): 13. Gab! -1 to all my saves today.

Leigh (Mialee): 21. I scoff at the darkness.

Jody (DM): Okay, as you're cursing the ape-frogs, Regdar, you become aware of a scurrying in the dust. A small spider is running out of the passage to the north, zipping past Jozan's feet.

Matt (Jozan): I squash the nasty thing with my mace!

Jody chuckles.

Jody (DM): It offers no resistance. Both you and Regdar bear something in the passageway behind the spider. Suddenly you see what the spider was running from—three troglodyte degenerates galloping on all fours straight toward you.

William (Regdar): Troglodytes! I charge and yell, "For Heridek!"

Jody (DM): A bloody battle brews, it would seem. Jozan, I need an espionage check for the Sun Fane. There are Reviled agents within, if you fail, they have infiltrated your hierarchy and knew that you were coming. In that case, they will have sent at least a few more tomb denizens to your little welcome party.

Matt (Jozan): Whoa. Espionage is not the Sun Fane's strong suit.

Wendy (Lidda): Can the Violet Ghosts assist?

Jody (DM): Sure. make an espionage check, DC 10. If you succeed, you add a +2 bonus on the Sun Fane's check.

Wendy rolls d20 and adds her affiliation's espionage bonus.

Wendy (Lidda): 23, no problem.

Matt rolls d20 and adds his affiliation's espionage bonus plus 2 for Wendy's help.

Matt (Jozan): Only an 11. Ouch.

Jody rolls d20 and adds the Reviled's espionage bonus.

Jody (DM): 16. The Reviled spies in the Sun Fane have compromised your agents and learned their plans. There are two additional carrion crawlers here to welcome you. I could have done this a while ago, of course, but I wanted you to see the rolls and have an opportunity to roll for your own affiliation.

Jody picks up two carrion crawler miniatures.

Matt (Jozan): Remind me to ask you about an infiltration when we get back! There are spies in the fort!

Jody (DM): The degenerates leap upon you, their familiar stench closing around your lungs like a dragon's claw. You can hear the wet sucking sounds of the crawlers' footpads as they blindly feel their way down the walls and ceiling of the passageway behind the troglodytes. It's that time everyone—roll for initiative!



The DUNGEONS & DRAGONS game offers a great deal of flexibility in character creation and advancement. When you make a character you can choose any race or class combination, select from a wide variety of feats, and buy ranks in any skills you wish. Once you've made these decisions, however, they cannot be changed. Most of the time those early decisions work out fine, but sometimes you might regret your previous choices. Maybe you didn't fully understand the ramifications of the choice you made. Or maybe you constructed a character around a great concept, but in play, the particular set of circumstances that would let your character shine never cropped up. And even if you built your character to perfection, each new supplement presents new classes, feats, spells, and special abilities, many of which might better serve the needs of your character or the campaign than those previously selected.

It's true that part of the D&D game's challenge is making smart choices in creating or advancing your character. But a DM who forces someone to play a character he doesn't find enjoyable isn't making the game fun for that player or the others at the table. In such a situation the player usually either throws away the character and rolls up a new one, or quits the game. If your campaign values character continuity (as many campaigns do), neither of those outcomes is especially attractive. Why force

Mike to throw away the elf fighter he's been playing for three months just because he made a couple of bad feat choices, when allowing him to change those choices would be so much better for the storyline? If Mialee has been an integral part of the campaign since Day 1 but has regretted being an elf since Day 2, wouldn't it be better to let her become the halfling she would prefer to be by undergoing a dramatic transformation at the Necrotic Cradle (see page 203), than to abruptly replace her with Liamée the halfling wizard? The fact that Liamée the halfling coincidentally has the same spells, feats, skill ranks, and familiar as Mialee the elf did but has no connection to the campaign or the rest of the party is stretching credulity perhaps a bit.

This chapter presents rules for revising various aspects of your character during play. With this system you can modify elements of your character to better fit your vision of who your character should be—both to meet the needs of the party and the threats presented during the course of an entire campaign. Though character revision does allow you to “rewrite” certain elements of your character, the rules presented here ensure that the changes remain within reason and do not upset the story that has already been created by each character's deeds in the campaign.



RETRAINING

The two methods of character revision described below are retraining and rebuilding. Each description defines the scope of the allowed revisions and includes clear guidelines on how to adjudicate the changes.

Retraining involves small-scale changes to your character, such as reallocation of feat slots and skill ranks. Such changes are relatively simple to apply and they don't usually lead to dramatic changes in the character's capabilities or party role.

Rebuilding, on the other hand, encompasses much broader alterations to your character's identity—up to and including such cornerstones of identity as class and race. For that reason, rebuilding can be achieved only by completing special DM-chosen quests. Since such missions typically center on visiting some legendary location or overcoming a tremendous challenge, they should always be completed in cooperation with your DM so that they can be woven into the storyline of the campaign.

For players and DMs who are accustomed to treating character creation and advancement decisions as permanent, the idea of character revision can seem strange or daunting—and some might even think of it as a form of cheating. Such reactions are natural, but if you think about it, normal people “revise” their abilities all the time. Skills you learn early in life are forgotten as new talents supplant them. For example, a foreign language mastered in high school might be virtually forgotten only a few years later from disuse. Likewise, a college student might change her major halfway through her junior year, or an unexpected job transfer or layoff could result in a new position in a totally different field, requiring quick mastery of new skills. Viewed from that perspective, allowing D&D characters similar opportunities to reinvent themselves seems perfectly reasonable.

Maybe your group already uses some form of character revision, such as a house rule, or even a reliance on ad hoc decision-making by the DM. If your method works for your group, don't let this chapter stop you from playing the game your way. However, if you're looking for a coherent system that balances fun and playability with story and believability, this chapter might be just what the healer ordered.

After your character goes through the retraining or rebuilding process, you might notice that he doesn't quite match the specs of a similar character built up to the same level by the normal method. Maybe his skill points don't add up quite right, or his hit points are off a bit from the expected value. But the small variations that crop up in this process don't significantly impact play balance, and writing rules to eliminate them would complicate the process without really improving the quality of your game.

So if you'd like to change some aspect of your character, give the character revision rules a try. You'll be happier with your character in the long run and, more important, you'll have more fun playing the game.

The most basic level of character revision is retraining—that is, adjusting a decision you made earlier in your character's career by selecting a different legal option. This technique represents the character's practicing new talents in lieu of honing older ones. In a way, the process is similar to attaining a new level. In keeping with that concept, the retraining option can be chosen only during level advancement.

Six different character aspects (see Table 8-1) can be changed through retraining. Each time your character attains a new level, you can select one (and only one) of these options. For instance, you can't change a feat selection and your spells known at the same level. Since these options represent two different sessions of retraining, they must occur at different levels.

The decision to retrain must be implemented before any benefits of the newly attained level are applied. For example, if a 10th-level rogue wants to trade her improved evasion class feature for the opportunist class feature, she can do so immediately upon attaining 11th level, before she gains any of the benefits for that level (such as additional hit points, skill points, and so on).

TABLE 8-1: RETRAINING OPTIONS

| Character Aspect | Effect |
|--------------------|------------------------------------------------------|
| Class feature | Exchange one class feature option for another. |
| Feat | Exchange one feat for another for which you qualify. |
| Language | Exchange one language for another. |
| Skill | Trade ranks between two skills. |
| Spell | Exchange one spell known for another. |
| Substitution level | Trade a class level for a substitution level. |

CLASS FEATURE RETRAINING

Some class features offer two or more different options, such as the choice of combat style a ranger must make at 2nd level. Class feature retraining allows you to swap out one such option for another. Maybe your ranger would prefer to be an archer instead of a melee fighter, or your cleric of Hekatoncheos feels that the War domain would be a better option than the Law domain. The character remains basically the same, since his class levels haven't changed, but he's now highlighting a different aspect of his class.

The Process

Change one class feature option to another legal one. The new option must represent a choice that you could have made at the same level as you made the original choice. Also, the new choice can't make any of your later choices illegal—though it might automatically change class features acquired later if they are based on the initial choice.

Class features from the *Player's Handbook* that are subject to change in this manner are given on Table 8-2. Chapter 2 of this book provides class feature options for a variety of additional classes.

TABLE 8-2: CLASS FEATURE RETRAINING OPTIONS

| Class | Option |
|-------------------------|-----------------------------------------------------------------------------|
| Cleric* | Choice of domains (each domain counts as a separate choice) |
| Neutral cleric | Choice to turn or to rebuke undead (can be changed only if deity allows it) |
| Druid or ranger | Choice of animal companion |
| Fighter, monk or wizard | Choice of bonus feat |
| Ranger | Choice of combat style |
| Rogue | Choice of special ability |
| Sorcerer or wizard | Choice of familiar |
| Wizard** | Choice of school, specialization and prohibited schools |

*A cleric's choice of deity can't be changed by class feature retraining. See the Divine Conversion sidebar for details on how to accomplish this change.

**School specialization and prohibited schools are treated as a single class feature. Thus, a character could change one, two, or even all three choices at the same time.

Example: Upon gaining a new level, a ranger could change the combat style class feature he gained at 2nd level from two-weapon fighting to archery. Thereafter, he would be treated as if he had the Rapid Shot feat instead of the Two-Weapon Fighting feat. If he had at least six levels of ranger before making this change, he would exchange both the Two-Weapon Fighting feat (gained at 2nd level) and the Improved Two-Weapon Fighting feat (gained at 6th level) for the appropriate archery feats, since both of these features are derived from the choice made at 2nd level. However, the ranger couldn't make this change if he had selected the Two-Weapon Defense feat in the interim, since losing Two-Weapon Fighting means he would no longer meet the prerequisites for that feat.

Example: Upon gaining a new level, a necromancer could change her school specialization to evocation, thus becoming an evoker. At the same time, she could also choose to change her prohibited schools from conjuration and illusion to abjuration and transmutation. Doing so would cause her to lose access to all spells from the newly designated prohibited schools. Even if her spellbook contains one or

more such spells, she would lose the ability to prepare and cast them.

Example: Upon gaining a new level, a wizard could choose to specialize in the enchantment school, thereby becoming an enchanter. At the same time, she would have to select two prohibited schools, as normal for a specialist wizard.

Example: Upon gaining a new level, a conjurer could choose to become a wizard. By doing so, she would lose the benefits of specialization. But since she would also lose her prohibited schools, she could then learn spells from those schools as normal.

FEAT RETRAINING

Sometimes a feat choice looks great on paper, but it just doesn't work for your character in practice. Maybe an early feat choice reflected the character's personality and style, but a little experience changed his outlook. For instance, you might have selected Improved Initiative for your 1st-level character because you pictured him as ambitious and a little reckless. But after falling victim to a wight's touch because he just couldn't wait until the cleric turned the undead, he decides it's better to use a little more care in combat, causing you to regret your early feat choice. New supplements, with their wealth of exciting feat options, also provide plenty of reasons to reconsider your earlier feat selections.

The Process

You can exchange one of the feats you previously selected for another feat. If the new feat has prerequisites, not only must your character meet them in his current state, but you must also be able to show that he met them at the time you chose the previous feat.

Example: A 4th-level fighter/1st-level rogue couldn't trade the Mobility feat he chose at 3rd level for Improved Critical because he doesn't currently meet a prerequisite for the latter feat (base attack bonus +6). He also couldn't trade that Mobility feat for Weapon Specialization, even though he currently meets the prerequisite (fighter level 4th), because he could not have done so as a 3rd-level character.

DIVINE CONVERSION

As noted in the *Player's Handbook*, a cleric who grossly violates the code of conduct imposed by his deity loses all spells and class features and cannot attain any more levels as a cleric of that deity. All these penalties remain in effect until he atones. But what if he doesn't want to atone? What if a cleric of Hextor finds new meaning and purpose in serving Heironeous after a dramatic conversion experience? Such a character need not become a multiclass ex-cleric of Hextor/cleric of Heironeous. Instead, Heironeous can simply restate the character's cleric powers once he has proven his loyalty, talent, and ability.

A cleric who changes his patron deity must complete a quest to prove his devotion to his new patron. The nature of the quest depends on the deity, and it always clearly reflects the deity's alignment as well as his or her goals and beliefs. To succeed in the process, the cleric must voluntarily accept a *geas*/quest spell cast

by a higher-level cleric of his new deity. During the quest, the cleric has no access to spells or cleric class features—except his weapon and armor proficiencies, which he does not forfeit.

Upon completing the quest, the cleric receives the benefit of an *atonement* spell from a cleric of the new deity. The character then becomes a cleric of the new deity and is inducted into the clergy during an appropriate ceremony of the DM's choosing. After selecting two of the new deity's domains in lieu of his old ones, the character has all the powers and abilities of his previous cleric level, plus the granted powers of his new domains.

This method is the only one by which a cleric can change his deity. The retraining rules can't be used to accomplish this task—it is simply too substantial a change in the character's identity (not to mention his source of power) to chalk up to a bit of practice in his off hours.

LANGUAGE RETRAINING

It made a lot of sense to speak Goblin, Kobold, and Orc at 1st level, but now that you're mostly fighting giants, demons, and dragons, it would be nice to understand your new enemies.

The Process

Subtract one language from your list of known languages and add a new one to the list. It doesn't matter how your character earned the original language—it could have been an automatic language for her race, a bonus language gained from a high Intelligence score, or a language purchased with skill points.

KILL RETRAINING

Some skills that are particularly valuable at lower levels become less useful later on, and vice versa. For example, when everyone in the party is carrying a bag full of antitoxins and potions of cure light wounds, the need for successful Heal checks drops dramatically. Whether your character has skill ranks that aren't as necessary as they once were, or you just want to adapt her to new challenges, skill retraining provides a simple method of adjusting your character's capabilities in a small but measurable way.

The Process

Subtract up to 4 skill ranks from one skill, and add an equal number of ranks to any one other skill (not including Speak Language). The skill to which you add the ranks must be a class skill for one of your character's classes, including a class he is about to gain with his current level increase. It doesn't matter whether the lost ranks were purchased as class skills or as cross-class skills.

Example. You decide to give your 2nd-level ranger a level of the rogue class as his third character level. At this point, he could use the skill retraining option to lose 4 ranks in Handle Animal that he purchased with his ranger skill points and gain 4 ranks in any other ranger or rogue class skill (such as Survival or Disable Device). He couldn't gain ranks in any skill that isn't on either the ranger or the rogue class skill list, such as Spellcraft.

SPELL OR POWER RETRAINING

Much like feats, magic spells and psionic powers sometimes look better when you select them than they do after you've

used them for a while. And when you're playing a character with a limited number of options (such as a sorcerer or a psychic warrior), every spell or power you choose represents a significant percentage of your character's overall options. You can't afford to have dead weight taking up valuable spell slots, so ditch that *deep sleep* now that the party isn't facing foes with low Hit Dice anymore and replace it with the niftier 1st-level spell you just found in a recent supplement.

The Process

Exchange up to two currently known spells or psionic powers for other spells or powers. Each new spell or power must be usable by the same class and of the same spell level or power level as the spell or power it replaces.

Special. Bards and sorcerers already have a limited ability to learn new spells in the place of older ones (see page 28 and page 54 of the *Player's Handbook*). This method of retraining allows exchanges over and above what their classes already permit.

Example. A sorcerer could change *lightning bolt* to *fly* or *dispel magic*, since all three are 3rd-level sorcerer/wizard spells, but he couldn't change it to *wall of ice* (a 4th-level spell) or to *cure serious wounds* (a cleric spell).

Example. A 5th-level sorcerer advancing to 6th level could use spell retraining to exchange up to two of his known spells of any level he knows for others of the same levels. Then he could exchange one 0-level or 1st-level spell for another just as any sorcerer could upon attaining 6th level.

SUBSTITUTION LEVEL RETRAINING

Substitution levels, as presented in *Planar Handbook* and the *Races* series of supplements, offer characters interesting ways to adjust the benefits granted by their classes. A wizard with elf wizard substitution levels, for example, seems a bit different from a traditional wizard, and that difference reinforces her racial identity. Since most substitution level options are offered for relatively low class levels (many at 1st level), you might already have missed one or more chances to add such flavor to your character. Revising a character to incorporate this feature amounts to a combination of retroactive continuity ("Of course I've always been a dwarf fighter!") and getting back to one's roots ("I can't believe I forgot/never learned that trick!").

RETRAINING COSTS

In general, retraining is assumed to be a background activity, just like normal level increases are. However, if your DM's campaign requires the PCs to spend time and/or money to improve their skills, gain feats, learn spells, or acquire class benefits (DMG 197), the DM can apply similar requirements when characters use the retraining rules presented in this chapter. The table below shows some suggested time and gp costs for the various retraining options. These costs are purely optional; the game works perfectly well without them, just as it works without requiring downtime in order to attain higher levels.

| Retraining Option | Time | GP Cost |
|--------------------|------------------------------|------------------|
| Class feature | 1 week/2 levels ¹ | 500 gp/week |
| Feat | 2 weeks | 50 gp |
| Skill | 1 week ² | 25 gp |
| Spell | 1 day | 5 gp/spell level |
| Substitution level | 1 week/2 levels ¹ | 500 gp/week |

¹ Based on the original level at which the class feature or substitution level is gained.

² Per skill rank changed.

You at least need one character's current class level after a particular level, or exchange a class level for a new one, or a normal class level. If the level you gained has prerequisites, not only must the character meet them in her current state, but you must also be able to show that she met them when you could have chosen the level step.

Successful substitution is a delicate operation for different mechanical elements use the following guidelines to make the necessary changes to your character. This process "current level" refers to the class level currently occupying that level slot, probably a normal class level, and "new level" refers to the class level your character is gaining through their training system, probably an unusual one.

Hit Points: If the new level does not use the same Hit Die as the current level, don't zero your character's hit points just as you swap them out. If the new level's Hit Die is larger, but still a different die, the way to make the swap is 2 hit points per step. The new level's Hit Die is a d6. For instance, if the current level has a d6 Hit Die, and the new level has a d10 Hit Die, your character would gain 4 hit points for 2 hit points. The new level is her Hit Die is a d8. At that very least, the new level has a d4 Hit Die, so she would lose 2 hit points for 0 hit points if the new level is her Hit Die is a d4.

Skill List: If the new level doesn't offer any additional class skills over and above those on the current level, subtract skill ranks from your character's existing skill ranks. If the new level offers any class skills that aren't on the class skill list of the current level, you can subtract up to 4 skill ranks from any skill in order to add the same number of ranks to any of the new level's class skills.

Example: The dwarf player said something like, "I've always been a fighter, but I want to know more about engineering, so I'm adding it as an additional class skill." So if you choose to retrain your character's 1st level as a fighter and change it to 1st level as a dwarf fighter, you could subtract up to 4 ranks from any skill and add an equal number of ranks to Knowledge (Engineering). In addition to the other changes that substitution level retraining allows.

Skill Points: If the new level does not grant the same number of skill points as the current level, you must adjust your character's skill ranks.

For example, if you are a 1st level fighter and you want to change your class to a 1st level dwarf fighter, you would subtract 4 skill ranks from your character's skill ranks.

points that the current level remove 1 rank from any skill per point of difference between the two levels. If the new level grants more skill points than the current level, you must immediately spend those skill points using the new level's class skill. For example, if that character gained 7 skill points, she could buy 2 ranks in your new class's class skill, 1 rank in a base class skill, and 2 ranks in a base class skill. You must still abide by the skill rank limit for your character's total skill points.

Spellcasting: The new level changes some aspects of your character's spellcasting ability. For example, she gains or loses spells per day or spell slots per day. Apply these changes as appropriate. If you miss any one or more spells known, you can select the spells from the ego points.

Class Features: If the new level offers a different class feature in place of one from the current level, retrain the skill as if you had used the class feature retraining option, detailed above. If the new level simply alters one of your character's existing class features, just apply the alteration.



Illustration by D. H. Fisher



REBUILDING

Retrofitting allows you to change a small aspect of your character but rebuilding is a much more drastic step. This method of character revision allows you to change your character's ability scores, class levels, background, templates, or even race. You can change as many of these aspects at once as you wish, though such alterations require great effort—and often great sacrifice as well.

Since rebuilding constitutes such a major change in your character's identity, accomplishing it isn't simply a matter of erasing an entry on your character sheet and replacing it with new information. In essence, you are altering reality in order to rewrite your character's personal history. Therefore, to accomplish a character rebuild, your PC must complete a significant and challenging quest. Two such quests are detailed in this chapter, each one appropriate for a different character class. For instance, the *Gates of Dawn* quest is designed for characters of 6th to 8th level. Characters who are lower or higher in level gain no benefit from completing the quest and in fact should be actively discouraged from undertaking it.

The DM can design new character rebuild quests for your campaign by using the ones presented here as examples. Each should be appropriate for a specific range of character levels (typically about three) and include guidelines on how to adjust the challenge for characters within that range.

Ideally, a character rebuild should be a relatively rare event. Unless your world is particularly unusual, constant

character rebuilding tends to undermine the believability of both the campaign and its storyline. Therefore, the quest should represent a significant challenge for the characters involved. A character who has completed such a rebuild quest should be treated as having earned the value of the reward.

ABILITY SCORE REBUILDING

Sometimes the ability scores seem to fatten, even the ones you'd like. And even if that 15 Intelligence seemed like a good idea at the time, perhaps it didn't pay off quite the way you'd hoped in actual play. In such cases, you might eventually decide that your character would be better off with different ability scores.

When you rebuild ability scores, you can reduce one or more scores in order to increase others. Though the exchange is not necessarily one-for-one, to reflect the process is similar to creating a character using the point-buy system detailed on page 169 of the *Dungeon Masters Guide*.

This system is intentionally designed to make improving high scores more costly than improving low ones, since improving an already high ability score usually gives a greater benefit than improving a low score. Also, reducing an ability score from an odd number to an even number isn't very costly to a character, since the reduction probably doesn't result in a significant change to his power.

Each time your character completes a rebuild quest, you can reduce one or more of his ability scores and then improve one or more different ability scores.

TABLE 8-3: REDUCING ABILITY SCORES

| Old Score | New Score | Points Gained |
|-----------|-----------|---------------|
| 30 | 29 | 9 |
| 29 | 28 | 7 |
| 28 | 27 | 8 |
| 27 | 26 | 6 |
| 26 | 25 | 7 |
| 25 | 24 | 5 |
| 24 | 23 | 5 |
| 23 | 22 | 4 |
| 22 | 21 | 5 |
| 21 | 20 | 3 |
| 20 | 19 | 4 |
| 19 | 18 | 2 |
| 18 | 17 | 3 |
| 17 | 16 | 1 |
| 16 | 15 | 2 |
| 15 | 14 | 1 |
| 14 | 13 | 1 |
| 13 | 12 | 1 |
| 12 | 11 | 1 |
| 11 | 10 | 1 |
| 10 | 9 | 1 |
| 9 | 8 | 1 |

TABLE 8-4: IMPROVING ABILITY SCORES

| Old Score | New Score | Point Cost |
|-----------|-----------|------------|
| 30 | 31 | 10 |
| 29 | 30 | 9 |
| 28 | 29 | 9 |
| 27 | 28 | 8 |
| 26 | 27 | 8 |
| 25 | 26 | 7 |
| 24 | 25 | 7 |
| 23 | 24 | 6 |
| 22 | 23 | 6 |
| 21 | 22 | 5 |
| 20 | 21 | 5 |
| 19 | 20 | 4 |
| 18 | 19 | 4 |
| 17 | 18 | 3 |
| 16 | 17 | 3 |
| 15 | 16 | 2 |
| 14 | 15 | 2 |
| 13 | 14 | 1 |
| 12 | 13 | 1 |
| 11 | 12 | 1 |
| 10 | 11 | 1 |

Improving an ability score of less than 10 costs 1 point

No ability score can be reduced below 8 in this fashion and you can't reduce a score that is already below 8. Furthermore, you can't reduce any ability score so much that it makes one of your other choices (such as a feat) illegal. For example, if your character has Power Attack, you can't reduce his Strength to less than 13.

Determine the points for each reduction by consulting Table 8-3. For ability scores higher than 30, simply extend the table by continuing the progression. Add up the points gained in this process.

Next, spend the total points you gained through ability score reduction to improve one or more of your character's other ability scores. Consult Table 8-4 to determine the cost

of each desired improvement. Again, for ability scores higher than 30, extend the table by continuing the progression.

Be sure to adjust all other aspects of your character that depend on ability scores—including saving throws, skill modifiers, and the like—after you've rebuilt his ability scores. The one exception is skill ranks. A permanent Intelligence change doesn't retroactively increase or reduce the skill ranks your character has already gained from previous levels.

CLASS LEVEL REBUILDING

From the multiclass sorcerer who's tired of lagging behind in spell acquisition to the fighter who wishes he had taken a level of rogue so that he could more easily qualify for a desired prestige class, characters often come up short of their players' expectations. Even if you haven't made a "mistake" in choosing classes, it's entirely possible that a new class or prestige class might offer abilities that are more appropriate for your character. For instance, a player whose stealthy rogue considers herself a spy and assassin might decide that the ninja class (from *Complete Adventurer*) better describes that character. If ninja wasn't an available option when the player first created the character, it's not fair to say that she made a mistake in taking rogue levels. A more accurate assessment would be that the new class better describes what the character was always meant to be.

Your character's class levels are the most powerful tools for defining his role in the party, not to mention his place in the world. So, consider carefully any class level rebuilds that would dramatically alter the way your character functions in the game—if he's the only frontline fighter in the party trading away a couple of paladin levels for sorcerer levels might not be the best decision.

You can also use this method to trade out (or add in) prestige class levels, though, if you want to take levels in a prestige class that's new to your character, you must be able to demonstrate that he can still qualify for it using what he has gained from his remaining class levels. For example, a 7th-level dwarf fighter couldn't trade a fighter level for a dwarven defender level, since his remaining fighter levels wouldn't allow him to meet the +7 base attack bonus requirement for that prestige class.

If reclassifying your character's class levels disqualifies him for a prestige class in which he already has one or more levels, he loses the benefit of any class features or other special abilities granted by that prestige class. He retains the hit points gained from advancing in that class, as well as any improvements to base attack bonus and base save bonuses that those levels provided. However, you can always use the class level rebuilding option to replace the now-useless prestige class levels as well—and you probably should, unless you're sure that the character will be able to meet the requirements again soon.

Some players might find it tempting to use this method of character rebuilding to create a bizarre but powerful amalgam of classes, or to drastically rewrite a character's history. As with any important character decisions, the DM and the player should work together to ensure that the player's new vision of his character still works in the game and fits in with the other characters in the party. As long as the changes don't significantly disrupt the game, though, players should play

characters that they find enjoyable, and if swapping out a couple of class levels accomplishes that goal, then doing so is well worth the effort.

The Process

Each time your character completes a rebuild quest, you can change a number of levels equal to 1/5 his character level (rounded up), from one class to any other class or classes. For example, a 5th-level sorcerer could trade a sorcerer level for a single level of any other class, while a 12th-level barbarian/4th-level fighter could trade up to four of his class levels (any combination of fighter and barbarian) for other class levels of his choice.

Since every class level is a composite of several different elements, use the following step-by-step process to adjust your character:

Base Attack and Base Save Bonuses: Adjust these bonuses to match your new array of class levels, just as if you had created a brand-new character with those classes.

Hit Points: If the new class level does not use the same Hit Die as the current level, don't reroll your character's hit points. Just add or subtract 1 hit point from your character's current total per step of difference between the two die sizes (or 2 hit points per step if the new level is his first level in a class). For instance, if you trade a fighter level (d10 Hit Die) to gain a barbarian level (d12 Hit Die), your character would gain 1 hit point (or 2 hit points if the new level is his first level of barbarian). If you traded that fighter level for a sorcerer level (d4 Hit Die), your character would lose 3 hit points (or 6 hit points if the new level is his first level of sorcerer).

Skill Points: If the new class level grants the same number of skill points as the current level does, you don't have to make any changes to your character's skill ranks. Even if the class skill sets are widely different, it's generally more work than it's worth to fiddle around with skill ranks in this manner. If you wish, you can also use the skill retraining option (see page 194) to adjust some of your skill ranks.

If the new level does not grant the same number of skill points as the current level, you must adjust your character's skill ranks appropriately. If the new level grants fewer skill points than the current level, remove 1 rank from any skill per point of difference between the two levels. If the new level grants more skill points than the current level, you must immediately spend those skill points using the new level's class skill list. For example, trading a fighter level to gain a barbarian level would grant 2 skill points to a character with Intelligence 10. With those extra points, you could buy 2 ranks of barbarian class skills or 1 rank of a barbarian cross-class skill. You must still abide by the skill rank limit for your character's level in this process.

Spells: If you added or subtracted any levels from a spellcasting class, adjust your character's spells per day and spells known appropriately. You can choose any spells the character must lose from his entire repertoire of the appropriate spell level. For example, a 5th-level sorcerer who becomes a 4th-level sorcerer/1st-level rogue must lose one 1st-level and one 2nd-level sorcerer spell, but you can choose these freely—they need not be the ones the character actually learned at 5th level.

Class Features: Eliminate any class features the character no longer possesses and add those he gains from his new levels.

RACE REBUILDING

Changing your character's race is a major decision, since it has probably affected many of the decisions he has made during his adventuring career. Still, the concept of major physical transformation is unknown in fantasy, so a character might well seek to recreate himself as an entirely different person. Perhaps you really want to try out a race featured in a new book, or you've finally reached a high enough level to play the monstrous character you've always wanted. Whatever your reason, the race rebuilding rules show you how to keep playing the same person in a new body.

This method of rebuilding can also be used to recreate characters brought back by *resurrection* and similar effects that restore characters to life as members of different races.

The Process

Each time your character completes a rebuild quest, you can change his race. First, remove all racial traits (including ability score modifiers) granted by your character's original race. Then add all the racial traits and ability score modifiers from the new race. The character's known languages don't change unless you also choose the language retraining option (see page 194).

So far the process sounds simple, right? Unfortunately, it isn't always easy. Many potential complications can arise from this aspect of character rebuilding. The sections below demonstrate how to handle the various issues that might arise.

Feat: If a change of race means that your character no longer qualifies for a feat she already has, she loses access to the feat, as well as to any others for which it is a prerequisite. However, the feat still occupies a feat slot unless you also use the feat retraining option (see page 193).

Prestige Class: If a change of race disqualifies the character for a prestige class in which she already has one or more levels, she loses the benefit of any class features or other special abilities granted by that prestige class. She retains the hit points gained from advancing in that class, as well as any improvements to base attack bonus and base save bonuses that those levels provided. However, you can use the class level rebuilding option to replace the now-useless prestige class levels—and you probably should, unless you're sure that the character will be able to meet the requirements again soon.

Racial Substitution Level: Changing your character's race might well mean that any racial substitution levels detailed in the Raceseries of supplements she has are no longer appropriate. Treat this situation as if you were replacing one class level with another (see Class Level Rebuilding, page 197).

Level Adjustment: If your character's original race had a higher level adjustment than her new race does, you can replace any lost level adjustment "points" with the same number of new class levels of your choice.

If the new race has a higher level adjustment than the original race did, you must remove class levels until the

character's effective character level is the same as it was before the rebuilding occurred. You can choose the levels lost from all those that the character has, regardless of the order in which they were gained.

Racial Hit Dice: Adding or subtracting racial Hit Dice is perhaps the most complicated part of character rebuilding. Work with your DM to ensure that he approves of this degree of change and that you're doing it correctly.

If your character's original race had any racial Hit Dice, you must remove all the benefits they granted. This process is similar to removing class levels (see *Class Level Rebuilding*, page 197). Next, replace these racial Hit Dice with class levels of your choice until the character's effective character level is the same as it was before the rebuilding occurred.

If your character's new race has any racial Hit Dice, you must subtract class levels until his effective character level is the same as it was before the rebuilding occurred. You can choose the lost levels from all those the character has, regardless of the order in which they were gained.

TEMPLATE REBUILDING

Admit it—when fighting lycanthropes, you've been tempted at least once to let your character get bitten, in hopes that the wound infects him. Such a desire is perfectly normal—it's hard to look at the hybrid form ability modifiers for, say, a werewolf and not imagine the sheer devastation that your character could wreak if he had that template.

Lycanthropy isn't the easiest template to pick up during an adventuring career, but it's certainly not the only interesting option. Whether you've dreamed of playing a celestial dwarf, a half-dragon elf, or a vampire halfling (don't worry, we won't tell), templates offer the promise of a tantalizingly different character that can't be created from mere class levels.

Adding a template can represent a pretty big change for your character, so make sure your choice is acceptable to your DM before proceeding. After all, transforming your chaotic good elf wizard into a vampire might not be appropriate for the style of play the DM has in mind. On the other hand, "replacing" your character's celestial heritage by adding that template represents a much smaller overall shift in identity and would probably cause no problem at all.

To utilize this rebuild, your character must be able to adopt the template you want to gain. For example, a warforged fighter (a living construct from the *Eberron* campaign setting) can't become a vampire, since that template can be applied only to humanoids and monstrous humanoids.

This rebuilding option also works reasonably well for a character who picks up a template during play (from a werewolf's bite, for example). If the DM wants the character's effective character level to remain consistent with the rest of the party, if a difference in effective character level isn't an issue, don't worry about these rules—just add the template and move on with your game.

The Process

Each time your character completes a rebuild quest, you can add, subtract, or replace one template. For example, a dwarf paladin could gain the celestial template, a half-dragon elf

fighter could lose the half-dragon template, or a celestial human rogue could replace his celestial template with the fiendish template.

Adding a template is a lot like changing your character's race, except that he usually doesn't lose many (if any) existing racial abilities. Follow the guidelines presented in the *Race Rebuilding* section above, paying special attention to the information on gaining or losing Hit Dice and level adjustment. If the character's Hit Die size changes (for instance, from transformation into a vampire), use the Hit Points entry in the *Class Rebuilding* section above to determine the new hit point total.

Removing an existing template, on the other hand, requires you to eliminate any of the template's effects and benefits, which might include special attacks, special qualities, skill modifiers, ability modifiers, bonus feats, and a variety of other bits and pieces. Use the guidelines in the *Race Rebuilding* and *Class Rebuilding* sections to rework your character's statistics.

REBUILD QUESTS

Note: This section addresses the DM and is intended primarily for his or her eyes.

A quest to rebuild a character should excite and frighten players. It's an adventure few characters would willingly embark upon and fewer still could survive. To make rebuilding an option at all levels of play, however, the degree of challenge must change according to the PCs' level.

The two example locations below outline ideas for rebuild quest objectives, each of which is suitable for a range of character levels. You can use them as described, modify them to suit your needs, or devise your own rebuild quest objectives.

Each objective represents the final encounter before a character can undergo rebuilding. The PCs might need to embark on a perilous overland journey or a long dungeon crawl to get to this encounter, or they might take a short break from an ongoing adventure to teleport there and have one or more encounters before returning. Set up the preliminary adventures in whatever way best fits your game and your players' desires.

REBUILD QUESTS IN THE GAME

The rebuild quest objectives described here are designed to allow any type of character rebuild, but in your game, each might allow only particular kinds of rebuilds. Creating different quests for different rebuilds not only makes each one seem more significant, but it also helps to curtail unplanned rebuilding by players who are largely satisfied with their characters. ("Well, as long as he's here, Gravat Orc-Killer is going to turn into a half-celestial lumber hulk.") Below are some suggestions for making these locations serve particular needs that suit their ambience.

The Gates of Dawn. Character rebuilds relating to divine magic and fey would be particularly appropriate for this location, as would any kind of rebuild that could be viewed as redemption (for example, exchanging rogue or ninja levels for fighter levels, changing fighter levels into paladin levels, or increasing Wisdom).



The Necrotic Cradle Character rebuilds that relate to necromancy, both undead and aspects of the physical body, seem particularly appropriate for the Necrotic Cradle. This location might allow any or all of the following rebuilds: return an undead character to life, exchange life for undeath at the cost of an appropriate number of character levels, change ability scores, or exchange class levels or prestige class levels for necromancy-themed class levels or prestige class levels.

THE GATES OF DAWN (LEVELS 6-8)

Travel to the Lost Isle to become lost. Leave it to find yourself anew.
The wizard Aldor Stardust, formerly a druid

Knowing oneself generally leads to a sense of belonging, but wishing to change one's essential being can bring about a sense of loss. At the Gates of Dawn, characters can lose and find themselves, and in that finding rediscover their true selves.

The Lost Isle flows in a hundred lonely lakes and in none of them. A place of mysterious magic, it appears out of the dawn mist on foggy days and then vanishes again when the sun burns the mist away. Tales told at fires de discourage the curious from visiting this fey place, warning that most of those who go there never return, and those who do always come back profoundly changed.

The Lost Isle might appear in a distant forest lake, or a crystal-clear pool high in the mountains, or a body of water within an area that some rare considers sacred. The journey to the island could be part of the adventure. Perhaps the PCs must give a great gift to the creatures that guard the lands around the lake, or sneak past them to avoid being slain on sight. Alternatively, the PCs might have to go to a lake where the island has appeared before and wait until conditions are right for it to come again, weathering assaults by the native creatures in the meantime.

Lore of the Lost Isle and the Gates of Dawn

Characters with ranks in Knowledge (arcana), Knowledge (local), Knowledge (nature), or Knowledge (religion) can research the Lost Isle and the Gates of Dawn to learn more about these places. When a character makes a skill check, read or paraphrase the appropriate information from one of the following tables, including the information from lower DCs.

If the PCs are just looking for a place to rebuild and want to know if they have heard about such a site, use the entire table. If they have heard of the Lost Isle specifically and want to see whether they know more about it, reveal information only for check results of 20 or higher.

After getting information from a Knowledge check, the characters should be able to learn more about the Lost Isle by consulting village elders who know the old tales, using divination magic, or trying to find individuals who were referenced in the information they have gained. Such resources can reveal the information for Knowledge DCs higher than the PCs' check results, or other any information about the Lost Isle that would like the characters to have.

Knowledge (arcana)

DC Result

- 20 Certain places of power allow those with mettle to change themselves in strange and wondrous ways. In some such places, a person can change nearly any aspect of her being that she does not like, including race, weaknesses, abilities, and even personal history.

Knowledge (local)

DC Result

- 15 Old stories tell of a place called the Lost Isle. These legends hold that people who return from this place are always profoundly changed.
- 20 The Lost Isle is a mist-shrouded island that sometimes appears in lakes and large ponds in various parts of the world. Most who visit it don't come back, and those who do are never the same again.
- 25 A fisherman disappeared while fishing one day, and everyone thought he had drowned. Two years later, a ranger came to his village claiming to be the fisherman, though he didn't resemble the lost man in the slightest. He said he had been to the Lost Isle and passed through the Gates of Dawn. The fisherman's wife had remarried and wanted nothing to do with the stranger, so he left.
- 30 The lost fisherman was named Brent Vostig, and his village was Melfort. He disappeared while fishing in the nearby Misty Lake.
- 35 Beautiful music is often heard on the shores of the body of water in which the Lost Isle appears. Those who hear it should stop up their ears, because the melody calls them to death.

Knowledge (nature)

DC Result

- 15 Those who visit a certain fey place called the Lost Isle either return profoundly changed or never return at all.
- 20 The Lost Isle appears in a lake or other body of water somewhere in the world at dawn each day. As soon as the sun and wind disperse the fog surrounding the misty island, it vanishes.
- 25 Rumor holds that a fey creature lives on the Lost Isle as its caretaker.

Knowledge (religion)

DC Result

- 20 Certain places of power allow those with mettle to change themselves in strange and wondrous ways. Rumor holds that in some such places, a person can ignore the plans of the gods and even change his race.
- 25 The god Pelor created the Gates of Dawn as a place where the worthy might find a "new dawn" by changing themselves in some fundamental way. Eventually, however, he had to take the privilege away from mortals due to their misuse of it.
- 30 The Gates of Dawn exist on the Lost Isle, a place that appears only at sunrise in certain lakes. Only the most worthy of Pelor's followers have seen it, and the last reported sighting was at least a hundred years ago.
- 35 When Pelor hid the Gates of Dawn, he cursed some creature to remain on the island as its guardian. No church records of this ancient event remain, but legend has it that the curse was punishment for foul acts committed against Pelor's faithful.

Random Encounters

Characters traveling to the Lost Isle might encounter several dangerous threats before reaching it. You can either roll 1d4 times on the table below for encounters, or select a few that you prefer. Even if the journey to the Lost Isle is supposed to be only a brief detour from the current adventure, consider giving the PCs a few warmup encounters with the creatures that lair near the island before they reach the Gates of Dawn.

LOST ISLE ENCOUNTERS

| d% | Encounter | EL |
|--------|---------------------------------|----|
| 1-20 | 2 sea hags (MM 144) | 6 |
| 21-40 | Will-o'-wisp (MM 255) | 6 |
| 41-60 | 2 troglodytes or scrags (MM 58) | 7 |
| 61-80 | Huge water elemental (MM 110) | 7 |
| 81-90 | Athach (MM 23) | 8 |
| 91-100 | Treants (MM 244) | 8 |

The Isle

The Lost Isle appears in a mist-covered lake at dawn every morning. It remains for 1 hour, or until the sun and wind disperse the fog from the lake. At that point, the island and all its occupants are transferred to another lake elsewhere in the world—often hundreds of miles distant—where a foggy dawn is occurring. If no such lake is available, the island instead appears somewhere on Behem, the third layer of Elysium (DMG 165), until a lake on the Material Plane has the proper conditions to host it.

Read or paraphrase the following text when the Lost Isle appears.

The fog coils thickly over the dark waters of the lake as the sky gradually brightens from night-blue to predawn gray. A faint pinkness on the horizon grows slowly into a blurry sliver of crimson as the sun rises, casting its warm glow through the mist. As the first light of dawn falls on the lake, a curling bulwark of fog rolls aside like a parted curtain, revealing the outline of a forested island floating in the mist-covered water. Moments later the sweet notes of a distant pipe drift out over the lake. Sometimes lilting and happy, sometimes slow and sad, the distant melody seems to call to its listeners, cajoling them closer.

A satyr named Fauldwick who long ago committed a terrible transgression against Pelor's worshippers was cursed by the god to remain on the island forever as caretaker and guardian of the Gates of Dawn. The satyr is effectively immortal—he does not age, and if slain, he reappears alive and well on the Lost Isle the next time it appears. Fauldwick can leave the island, but when it reappears in another place, he goes with it, no matter how far he was from the lake when it vanished.

Fauldwick has lost track of how long he has lived on the Lost Isle. Over the centuries, loneliness has driven him quite

mad despite the ceiling's still-thundering
shards falling from above, not a single
pigeon he saw. (The sky is empty.)

Chapter 8

When the clock strikes five, it is his sake. Forwarding
what he can't do, he does so with the help of his
Lafayette. He is a student of the art of the
with his usual less-than-perfect. But he
himself moves slowly toward the gate, which plays the
thrusts best kept in strikes, or rather, how phrases
renewed with the same, but not the same. It is a
man's story.

If he does go, he does so without expecting
the last. He is a student of the art of the
must be the same, but not the same. It is a
ing, or at least, it is. He is a student of the
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Approaching the Gates When the clock strikes five, it is his sake. Forwarding
what he can't do, he does so with the help of his

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Over the years, Fawcett has captured many of the
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Gates of Dawn

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Rusted Gates When the clock strikes five, it is his sake. Forwarding
what he can't do, he does so with the help of his

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Creatures When the clock strikes five, it is his sake. Forwarding
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might be appropriate.

The Gates of Dawn

The Gates of Dawn are made of solid gold, and they swing open easily. Whenever any creature moves through them in either direction, the gates emit a blinding flash of light. At that point, every creature within the Gates of Dawn structure must make a DC 15 Fortitude save or be blinded for 1d4 rounds. Creatures that succeed on the save are dazzled for 1d4 rounds.

Any creature that passes through the Gates of Dawn immediately changes in the manner desired (that is, the planned rebuild instantly takes effect), but it also falls unconscious for 1 hour, even if it is a construct, undead, or other creature that does not need to sleep or is immune to sleep effects. An attempt to damage the Gates of Dawn causes the perpetrator to fall unconscious in the same manner.

Development: If the PCs want to help Fauldwick break his curse, a *remove curse* spell isn't enough. Fauldwick must honestly repent his misdeeds, both those he committed in the distant past and those he has committed since he has been on the island. Thereafter, he must receive an *atonement* spell from a cleric of Pelor. After being trapped on the island for so long, however, Fauldwick no longer has any interest in apologizing for his actions.

Returning to the Lost Isle

If the PCs want to return to the Lost Isle for another rebuild, you have many options. Fauldwick is still there, and he might have new charmed or willing allies. Alternatively, some new creatures, such as fey or powerful outsiders, might also have moved in to help guard the Gates of Dawn.

If you don't want the PCs to use the same rebuild location a second time, the Lost Isle might never appear to them again. Or perhaps it does appear, but the Gates of Dawn have been destroyed by Fauldwick. For this greater transgression, Pelor has further punished the sinner by turning him into some much more terrible creature.

THE NECROTIC CRADLE (LEVELS 13–15)

To must journey through the lands of the dead to be reborn.

—The dwarf Takhinn Ungart, previously a human

Encountering death and the undead can spark a deep and full reevaluation of life. In the Necrotic Cradle, characters can face their own mortality and remake the threads of life that brought them to their current existence.

The Necrotic Cradle lies hidden in a place notorious for its connection to undead, but its exact location and the nature of the dangers it holds were lost with the lives of the creatures that now haunt the area as undead. Few living beings know about the Necrotic Cradle, and fewer still believe it actually exists. A few nearly lost legends, however, say that it is a place where birth, death, life, and undead meet and become indistinguishable from one another.

The Necrotic Cradle might be hidden beneath a city of the dead, or within an ancient burial ground that has served many races, or at the heart of a dark land haunted by undead creatures. The journey to this place could be part of the

adventure. Perhaps the PCs need to talk to undead creatures they might ordinarily attack on sight, or maybe they have to help one undead creature in its struggle against another to learn the location of the Necrotic Cradle.

Lore of the Necrotic Cradle

Characters with ranks in Knowledge (arcana), Knowledge (local), or Knowledge (religion) can research the Necrotic Cradle to learn more about it. When a character makes a skill check, read or paraphrase the appropriate information from one of the following tables, including the information from lower DCs.

If the PCs are just looking for a place to rebuild and want to know if they have heard about such a site, use the entire table. If they have heard of the Necrotic Cradle specifically and want to see whether they know more about it, reveal information only for check results of 25 or higher.

Knowledge (arcana)

DC Result

- 20 Certain places of power allow those with mettle to change themselves in strange and wondrous ways. In some such places, an individual can change nearly any aspect of his being that he does not like, including race, weaknesses, abilities, and even personal history.
- 25 The Necrotic Cradle is a place where an imbalance exists in the world's magic. Powerful individuals can use that imbalance to alter themselves.
- 30 The Necrotic Cradle is suffused with strange necromantic and transmutative energies that can break the boundaries of life and death. Such forces are likely to attract undead, but they might also attract outsiders and other strange beings.

The Necrotic Cradle is located beneath the dead city of Drathmere (or under Tomb Tor in the Deathlands, or any other place you care to put it).

35 The Necrotic Cradle probably has a guardian, and that guardian might be an inevitable—a thinking construct that concerns itself with the laws of the universe. A place such as the Necrotic Cradle, which breaks universal laws, could certainly be perceived as a threat by such creatures.

Knowledge (local)

DC Result

- 20 About 10 years ago, a fallen paladin sought a legendary place where he could redeem himself. Legend has it that he emerged from that place not only redeemed, but also reborn.
- 25 The paladin was a human who had been transformed into a vampire by the bite of one of those unholy creatures. The place in which he sought redemption was called the Necrotic Cradle.
- 30 A vampire paladin went to the Necrotic Cradle with several companions, but only he returned. Rumors say after he was restored to full fledged life, he sought absolution for some crime at the church where he had received his training.
- 35 The paladin, whose name was Tanneth Silverwright, was refused atonement for his evil deeds as a vampire. Thereafter, he dropped into anonymity and became a drunkard.

Knowledge (religion)

DC Result

- 20 Certain places of power allow those with mettle to change themselves in strange and wondrous ways. Rumor holds that in some such places, a person can ignore the plans of the gods and even change his race.
- 25 Because the Necrotic Cradle is a place where life and death meet and mix, great changes can be wrought there. A fallen paladin of Helneous who became a vampire once went to the Necrotic Cradle with several companions seeking to restore himself to life.
- 30 The paladin succeeded in his quest, but afterward, he appeared at the Silver House of Justice—the temple where he had been trained—and sought absolution for some crime.
- The Necrotic Cradle is located beneath the dead city of Drathmere (or under Tomb Tor in the Deathlands, or any other place you care to put it).
- 35 The former vampire was refused atonement because he would not return to the Necrotic Cradle and right his old companions—who had refused rebirth after he had turned them into vampires. One of these vampires, a half elf monk named Sashess, is rumored to haunt the lands around the Necrotic Cradle still.

After getting information from a Knowledge check, the characters should be able to learn more about the Necrotic Cradle by consulting sages, searching through a great library, using divination magic, or trying to find individuals who were referenced in the information they have gained. Such resources can reveal the information for Knowledge DCs higher than the PCs' check results, or other any information about the Necrotic Cradle that would like the characters to have.

Random Encounters

Characters traveling to the Necrotic Cradle might encounter several dangerous threats before reaching it. You can either roll 1d4 times on the table below for encounters, or select a few that you prefer. Even if the journey to the Necrotic Cradle is supposed to be only a brief detour from the current adventure, consider giving the PCs a few warmup encounters with the creatures drawn to the location by the necromantic energy of the place and its connection to both life and death.

Necrotic Cradle Encounters

| d% | Encounter | EL |
|--------|-----------------------------------------------------|----|
| 01–10 | Ice devil (MM 56) | 13 |
| 11–30 | 2 kolyaruts (MM 159) | 14 |
| 31–40 | Na feshnee (MM 45) | 14 |
| 41–60 | 4 devourers (MM 58) | 15 |
| 61–80 | 4 dread wraiths (MM 258) | 15 |
| 81–90 | 2 nightwings (MM 197) | 16 |
| 91–100 | Glabrezu (MM 166) and 10 Nessian warhounds (MM 151) | 16 |

The Cradle Entrance Cavern

The transmutation magic that flows through the Necrotic Cradle redirects any attempts to teleport into or out of it. Thus, whether the PCs arrive by magic or on foot after traversing catacombs filled with undead, they first see the Necrotic Cradle from the cavern directly outside it.

Read or paraphrase the following text when the PCs arrive outside the cavern:

A sense of foreboding hangs almost palpably in the air within this cavern. Ahead, an opening in the rock wall admits a beam of brilliant light that subdues a titanic armored figure standing just in the aperture. Beyond it lies a yawning abyss of utter blackness, an inlet that is the source of the light—a bulbous hemisphere of stone projecting from the cavern wall on the other side of the abyss. This enormous rock formation looks anything but natural. Black cracks in the stone, like the veins of an eye, reach up from the abyss to surround a gaping hole in the center of the projecting rock. Through the aperture shines the light.

The silhouetted figure is a marut—an inevitable charged with guarding the Necrotic Cradle. Concerned with the unnatural blending of life and death in this place, it warns visitors away from the Necrotic Cradle and attempts to destroy any who persist in trying to bypass it.

The cavern is roughly 40 feet high, and the light beaming from the Necrotic Cradle provides bright illumination equivalent to that of daylight. Some areas of the cavern count as difficult terrain because of the rubble that has fallen from the ceiling.

Dark Abyss

The Dark Abyss on the map is actually a planar rupture that leads to the Plane of Negative Energy. Any creature that falls into it drops for 400 feet before crossing over into the Plane of Negative Energy. Once there, it has no means of return.

Necromancy spells cast within or over the Dark Abyss are function as if affected by the Heighten Spell (two levels) and Empower Spell feats, but any spells and other spells that use positive energy automatically fail.

Creatures Creatures for three separate encounters are provided below. Choose a set that corresponds to the average level of the party.

Party Level 13th One marut (MM 159), two dread wraiths (MM 258), and four human vampire 5th-level fighters (MM 250).

Party Level 14th As the Party Level 13th version, plus a half-elf vampire monk 9th/shadowdancer 4 (MM 251). If you wish, this vampire could be Sashess, once the companion of Lanneth Silverwright.

Party Level 15th Two maruts (MM 159) plus the vampire described in the Party Level 14th version.

Tactics Regardless of which Encounter Level applies, the tactics for the marut or maruts remain the same. The marut periodically activates its air walk and true seeing abilities, and it has already done so when the PCs arrive. With true seeing, it should be able to spot the PCs, and with air walk, it can fight opponents who take to the air.

When the marut spots the PCs, it sets up a wall of force along the edge of the abyss to block access to the Necrotic Cradle; then delivers its only warning: "This space is forbidden. Leave now or be destroyed." If the PCs don't immediately leave, the marut uses greater command and orders them to flee. Those who remain or in any way persist in their efforts to reach the Necrotic Cradle must face the marut's greater dispel magic, chain lightning, and circle of death abilities, as well as its potent melee attacks. The marut always takes advantage of any opportunity to bull rush PCs into either the Dark Abyss behind it or the Brilliant Abyss within the Necrotic Cradle. If the marut believes it is losing the battle, it uses its earthquake ability in hopes of bringing the ceiling down on the PCs—and itself.

The vampires and dread wraiths are all that remain of Tanneth Silverwright's companions. They wish to enter the Necrotic Cradle to transform themselves into liches so that they need not fear sunlight, but they haven't yet been able to get past the guardian. They arrive 1d4 rounds into the PCs' combat with the marut. If the PCs can distract the marut long enough to allow them entrance, they fly across the Dark Abyss during the battle. If the PCs appear to have the upper hand, the vampires and dread wraiths stop long enough to attack them until it looks like the marut has a fighting chance before proceeding on to the Necrotic Cradle.

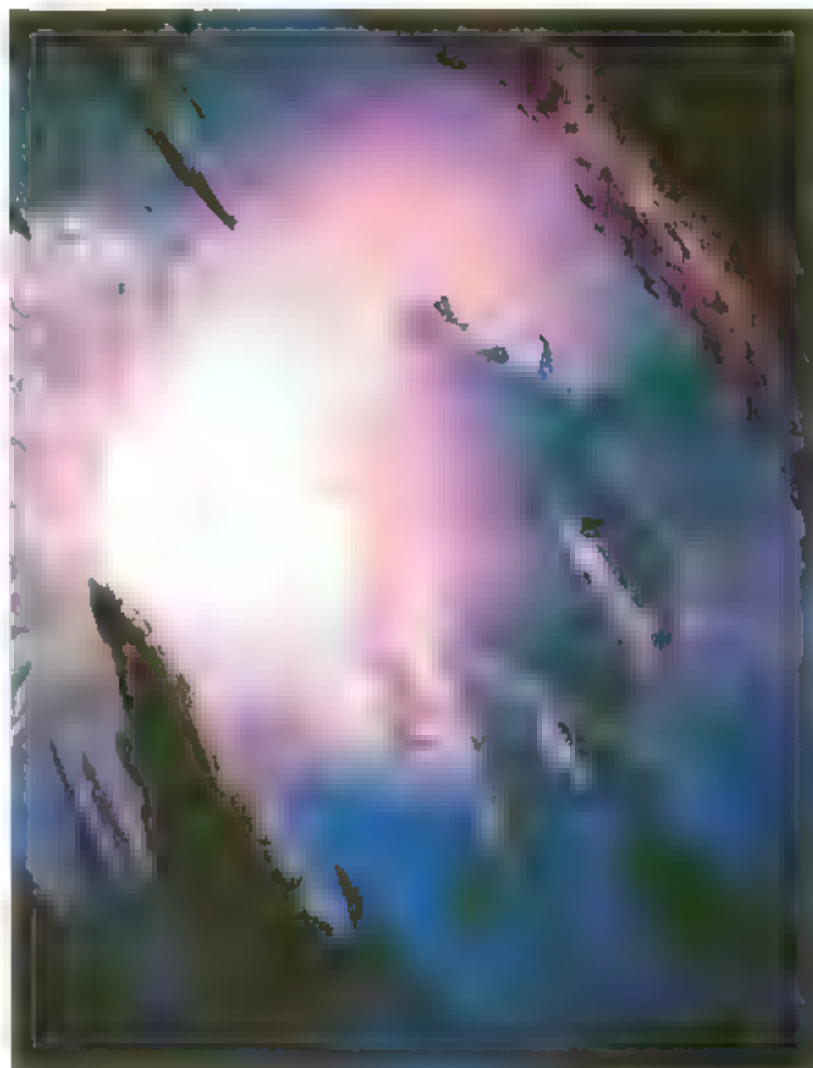


FIGURE 1: THE MARUT

• Necrotic Cradle

For paraphrase the following when a PC enters the Necrotic Cradle:

The interior of the bulbous protrusion is a largely spherical space with a huge rent in the floor that echoes the black abyss outside. This hole, however, is so filled with radiant light that it's difficult to look at. Shining white cracks in the stone extend away from the hole, just as might dark cracks extend from the entrance. Where these cracks meet, they form a tangle of smaller crevices of light and darkness that swirl around one another in ever-tightening spirals but never actually meet. The largest of these formations lies in the center of the bowl-like floor. Fully 15 feet across, this spiral pulsates with crackling white and black energy. In its center, the two types of cracks actually meet, and the two forces win and lose a thousand battles with each second that pass.

The light in the Necrotic Cradle causes all creatures inside to become dazzled (no save). Because of all the cracks in the interior, the entire floor is considered difficult terrain, and the Climb DC for the walls is 12. In addition, any living or undead creature touching the walls or floor inside the

cradle must make a DC 30 Will save. Success indicates that the creature is struck by energy—positive energy if the creature is living, or negative energy if it is undead—that heals it of 2d8 points of damage. Failure indicates that the creature is struck by the opposite energy type and takes 2d8 points of damage. The only area that is safe from this effect is the central spiral of cracks.

Brilliant Abyss

The Brilliant Abyss is a planar rupture that leads to the Plane of Positive Energy. Any creature that falls into it drops for 200 feet before crossing over into the Plane of Positive Energy, where it has no means of return.

Any spells cast within or over the Brilliant Abyss are affected by the Heighten Spell (two levels) and Empower Spell feats, and cure spells and other spells that use positive energy are maximized.

Planar Spiral

Any creature standing in the largest spiral of cracks can rebuild itself. Each round that it remains in contact with

CHAPTER 5
THE PLANE OF
POSITIVE ENERGY

The Necrotic Cradle

One square = 5 feet



the spiral, the creature takes 10 points of damage from whichever type of energy (positive or negative) damages it. Any creature killed by this damage is torn apart by the warring energies and sucked—equipment and all—into the cracks of the spiral. Then the rebuilt creature comes into existence in the same place, with full hit points and all the equipment the previous creature possessed when it was destroyed. If the creature is killed by some means other than positive or negative energy while in contact with the central spiral, it dies and does not get the opportunity to rebuild. A creature that is not damaged by either negative energy or positive energy cannot use the Necrotic Cradle to rebuild.

Returning to the Necrotic Cradle

If the PCs want to return to the Necrotic Cradle for another rebuild, you have many options. More marauders or other inevitables might be guarding it. Alternatively, some new creatures, such as powerful undead or outsiders, might also have moved in to possess the site.

If you don't want the PCs to use the same rebuild location a second time, you could rule that the Necrotic Cradle works only once for any given creature. Or perhaps some creatures tried to repair the rifts in the plane and nullified the reforming properties of the Necrotic Cradle in the process. Alternatively, one of the two abysses might have won the energy battle, closing one side and opening a two-way gate to an energy plane.

OTHER REBUILD QUEST OBJECTIVES

Here are some other ideas for places the PCs might go to rebuild and the kinds of creatures they might encounter there.

Bastion of Unborn Souls: Somewhere on the Plane of Positive Energy floats this place of powerful magic from which all souls come and to which gods fear to go. Strange beings made of energy and soulstuff guard it from those who would abuse its power. This location is fully described in the *Bastion of Broken Souls* adventure.

Forge of Remaking: In this strange place, a character must confront himself and defeat his fears or die trying. By doing so, he can change his true name and thus change his being. This location is fully detailed in *Tome of Magic*.

Morpheus the Changer: The titan Morpheus has strange powers to reshape others through their dreams. Those who wish his aid must defeat the titan in single combat, because he uses this ability only on those who can best him.

Seldarine Pool: The magical waters of the Seldarine Pool are in a hidden shrine to the elf gods. Legend holds that washing in the waters of the Seldarine Pool can heal wounds and cure ills, but that drinking from it grants the imbiber the power to alter his being. A tribe of wild elves fiercely guards the pool, killing all who come to it—even other elves.

Shattershear Cliffs: The winds that rip at someone falling from the Shattershear Cliffs can actually tear a body to pieces and put it back together. Anyone who can make it there, win her way past the guardian beast, leap from the roc's nest, and somehow survive the fall, can remake herself.

Appendix: Quick PC and NPC Creation

This section presents quick and easy ways to create characters for both players and DMs. If you're a fast study and need a relatively low-level character you can create one in 5 minutes with the system presented here.

For ready-to-play 1st-level characters, consult the starting packages presented in Chapters 1 and 2.

Creating a character always involves making certain decisions. Below are the ordered steps to create a character in an efficient manner.

1. CHOOSE A CLASS

Character class determines the types of feats you need to select, the magic items your character needs, and many other factors. So the first decision you need to make is what kind of character you want to create.

2. DETERMINE ABILITY SCORES

To speed up the process, use the elite ability score array from the *Dungeon Master's Guide*. You can either use the suggested ability arrangement for your chosen class or assign the scores as you wish. The elite array gives you scores of 15, 14, 13, 12, 10, and 8 to distribute as you wish.

Barbarian: Strength 15, Dexterity 13, Constitution 14, Intelligence 10, Wisdom 12, Charisma 8

Bard: Strength 10, Dexterity 14, Constitution 13, Intelligence 12, Wisdom 8, Charisma 15

Beguiler: Strength 8, Dexterity 14, Constitution 12, Intelligence 15, Wisdom 10, Charisma 13

Cleric: Strength 12, Dexterity 8, Constitution 13, Intelligence 10, Wisdom 15, Charisma 14

Dragon Shaman: Strength 15, Dexterity 12, Constitution 14, Intelligence 8, Wisdom 10, Charisma 13

Druid: Strength 10, Dexterity 12, Constitution 14, Intelligence 8, Wisdom 15, Charisma 13

Duskblade: Strength 15, Dexterity 13, Constitution 12, Intelligence 14, Wisdom 10, Charisma 8

Favored Soul: Strength 14, Dexterity 10, Constitution 12, Intelligence 8, Wisdom 15, Charisma 13

Fighter: Strength 15, Dexterity 13, Constitution 14, Intelligence 10, Wisdom 12, Charisma 8

Hexblade: Strength 15, Dexterity 13, Constitution 12, Intelligence 10, Wisdom 8, Charisma 14

Knight: Strength 15, Dexterity 12, Constitution 13, Intelligence 10, Wisdom 8, Charisma 14

Marshal: Strength 14, Dexterity 13, Constitution 12, Intelligence 10, Wisdom 8, Charisma 15

Monk: Strength 13, Dexterity 15, Constitution 12, Intelligence 10, Wisdom 14, Charisma 8

Paladin: Strength 13, Dexterity 8, Constitution 14, Intelligence 10, Wisdom 12, Charisma 15

Ranger: Strength 12, Dexterity 15, Constitution 14, Intelligence 10, Wisdom 12, Charisma 8

Rogue: Strength 13, Dexterity 15, Constitution 12, Intelligence 14, Wisdom 10, Charisma 8

Scout: Strength 14, Dexterity 15, Constitution 12, Intelligence 10, Wisdom 13, Charisma 8

Sorcerer: Strength 8, Dexterity 13, Constitution 14, Intelligence 12, Wisdom 10, Charisma 15

Swashbuckler: Strength 13, Dexterity 15, Constitution 10, Intelligence 14, Wisdom 8, Charisma 12

Warlock: Strength 8, Dexterity 14, Constitution 13, Intelligence 12, Wisdom 10, Charisma 15

Warmage: Strength 8, Dexterity 13, Constitution 12, Intelligence 14, Wisdom 10, Charisma 15

Wizard: Strength 8, Dexterity 13, Constitution 14, Intelligence 15, Wisdom 12, Charisma 10

If you are creating a character above 1st level, you might also have attribute bonuses to spend. Your character gains a 1-point bonus at 4th, 8th, 12th, 16th, and 20th level. Be sure to spend these points before moving on to the next step, if applicable.

3. PICK YOUR RACE

Like class, race is primarily a matter of taste or need. If you lack any real preference, choose the race that best matches your chosen character class from Table A-1. Preferred Races by Class. Some entries also mention a second race taken from another supplement; those races in italics have a level adjustment of +1 or higher and thus can't be used as 1st-level characters.

TABLE A-1. PREFERRED RACES BY CLASS

| Class | Race |
|---------------|-------------------------------------------|
| Barbarian | Half-orc (or goliath ¹) |
| Bard | Gnome |
| Beguiler | Half-elf (or changeling ²) |
| Cleric | Human |
| Dragon shaman | Human (or dragonborn human ¹) |
| Druid | Elf (or kalloran ³) |
| Duskblade | Elf |
| Favored soul | Human |
| Fighter | Dwarf (or warforged ⁴) |
| Hexblade | Human |
| Knight | Human |
| Marshal | Human |
| Monk | Human (or buxomman ⁵) |
| Paladin | Human (or aasimar) |
| Ranger | Elf (or shifter ¹) |
| Rogue | Halfling (or whisper gnome ¹) |
| Scout | Elf (or raptoran ¹) |
| Sorcerer | Human (or spellscale ¹) |
| Swashbuckler | Human (or tiefling) |
| Warlock | Human |
| Warmage | Human |
| Wizard | Elf (or illumian ⁶) |

- 1 *Races of Stone*
- 2 *Races of Eberron*
- 3 *Races of the Dragon*
- 4 *Races of the Wild*
- 5 *Planar Handbook*
- 6 *Races of Destiny*

4. PICK YOUR SKILLS

Find your character class on Table A-2: Number of Skills by Class to determine how many skills your character can have.

TABLE A-2: NUMBER OF SKILLS BY CLASS

| Class | Base Number of Skills |
|---------------|-----------------------|
| Barbarian | 4 + Int mod |
| Bard | 6 + Int mod |
| Beguiler | 6 + Int mod |
| Cleric | 2 + Int mod |
| Dragon shaman | 2 + Int mod |
| Druid | 4 + Int mod |
| Duskblade | 2 + Int mod |
| Favored soul | 2 + Int mod |
| Fighter | 2 + Int mod |
| Hexblade | 2 + Int mod |
| Knight | 2 + Int mod |
| Marshal | 4 + Int mod |
| Monk | 4 + Int mod |
| Paladin | 2 + Int mod |
| Ranger | 6 + Int mod |
| Rogue | 8 + Int mod |
| Soul | 8 + Int mod |
| Sorcerer | 2 + Int mod |
| Swashbuckler | 4 + Int mod |
| Warlock | 2 + Int mod |
| Warmage | 2 + Int mod |
| Wizard | 2 + Int mod |

SKILL PRIORITY LISTS

Each of the entries below is a list of skills, rated in order from most important to least important for a typical member of the class. Start at the beginning of your class's skill list and count off the number of skills your character is entitled to based on the information in Table A-2. The character gains each of those skills at the maximum ranks allowed for his level. A human character gains one bonus skill at maximum ranks.

For example, if you're playing a half-orc barbarian with an Intelligence score of 8, you are entitled to $4 + 1 = 5$ skills. Take the first three skills from the barbarian list (Survival, Listen, and Jump), and spend the maximum ranks allowed for each character level: 3.

Barbarian: Survival (Wis), Listen (Wis), Jump (Str), Climb (Str), Swim (Str), Handle Animal (Cha), Ride (Dex).

Bard: Perform (Cha), Concentration (Con), Use Magic Device (Cha), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Spellcraft (Int), Knowledge (local) (Int), Decipher Script (Int).

Beguiler: Hide (Dex), Move Silently (Dex), Spot (Wis), Search (Int), Disable Device (Int), Open Lock (Int), Concentration (Con), Bluff (Cha), Listen (Wis), Tumble (Dex).

Cleric: Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Diplomacy (Cha), Spellcraft (Int), Knowledge (the planes) (Int).

Dragon Shaman: Three skills from totem dragon choice (see class), Climb (Str), Intimidate (Cha), Knowledge (nature) (Int).

Druid: Survival (Wis), Handle Animal (Cha), Spot (Wis), Listen (Wis), Knowledge (nature) (Int), Spellcraft (Int), Ride (Dex), Swim (Str).

Duskblade: Concentration (Con), Jump (Str), Spellcraft (Int), Climb (Str), Knowledge (arcana) (Int), Decipher Script (Int).

Favored Soul: Concentration (Con), Heal (Wis), Diplomacy (Cha), Sense Motive (Wis), Spellcraft (Int), Knowledge (arcana) (Int).

Fighter: Climb (Str), Jump (Str), Intimidate (Cha), Swim (Str), Ride (Dex), Handle Animal (Cha).

Hexblade: Concentration (Con), Intimidate (Cha), Bluff (Cha), Spellcraft (Int), Knowledge (arcana) (Int), Ride (Dex).

Knight: Intimidate (Cha), Ride (Dex), Handle Animal (Cha), Knowledge (nobility and royalty) (Int), Jump (Str), Climb (Str).

Marshal: Diplomacy (Cha), Spot (Wis), Listen (Wis), Intimidate (Cha), Sense Motive (Wis), Knowledge (history) (Int), Swim (Str), Ride (Dex).

Monk: Tumble (Dex), Spot (Wis), Move Silently (Dex), Hide (Dex), Escape Artist (Dex), Climb (Str), Jump (Str), Balance (Dex).

Paladin: Diplomacy (Cha), Ride (Dex), Sense Motive (Wis), Heal (Wis), Concentration (Con), Knowledge (religion) (Int).

Ranger: Survival (Wis), Hide (Dex), Listen (Wis), Spot (Wis), Handle Animal (Cha), Move Silently (Dex), Knowledge (geography) (Int), Search (Int), Jump (Str), Swim (Str).

Rogue: Hide (Dex), Move Silently (Dex), Search (Int), Disable Device (Int), Open Lock (Dex), Sleight of Hand (Dex), Tumble (Dex), Spot (Wis), Listen (Wis), Bluff (Cha), Climb (Str), Escape Artist (Dex).

Scout: Hide (Dex), Move Silently (Dex), Spot (Wis), Search (Int), Disable Device (Int), Listen (Wis), Tumble (Dex), Survival (Wis), Climb (Str), Jump (Str), Knowledge (dungeoneering) (Int), Balance (Dex).

Sorcerer: Concentration (Con), Bluff (Cha), Knowledge (arcana) (Int), Spellcraft (Int), Craft (Int), Profession (Wis).

Swashbuckler: Tumble (Dex), Bluff (Cha), Jump (Str), Diplomacy (Cha), Balance (Dex), Escape Artist (Dex), Swim (Str), Sense Motive (Wis).

Warlock: Concentration (Con), Use Magic Device (Cha), Bluff (Cha), Spellcraft (Int), Intimidate (Cha), Knowledge (arcana) (Int).

Warmage: Concentration (Con), Spellcraft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Craft (Int).

Wizard: Concentration (Con), Spellcraft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (dungeoneering) (Int).

5. PICK YOUR FEATS

In many ways, your character's feats define his basic abilities and talents. The following feat progressions map out appropriate selections from 1st to 20th level. The "H" entry in the tables represents a human's bonus feat, and the numbers represent the levels at which a character of that type would select that feat in question.

TABLE A-3: FEAT PROGRESSIONS BY PARTY ROLE

BARBARIAN

| | Destroyer | Hunter | Whirlwind |
|------|------------------------------|-------------------------------|------------------------------|
| H | Power Attack | Track | Two-Weapon Fighting |
| 1st | Cleave | Weapon Focus (any two-handed) | Weapon Focus (kukri) |
| 3rd | Mad Foam Rager* | Trophy Collector* | Skill Focus (Tumble) |
| 6th | Weapon Focus (greataxe) | Combat Focus* | Two-Weapon Pounce* |
| 9th | Improved Critical (greataxe) | Blind Fight | Improved Critical (kukri) |
| 12th | Improved Sunder | Combat Vigor* | Improved Two-Weapon Fighting |
| 15th | Defensive Sweep* | Combat Awareness* | Two-Weapon Rend* |
| 18th | Overwhelming Assault* | Flay* | Greater Two-Weapon Fighting |

BARO

| | Controller | Problem Solver | Vanguard |
|------|---------------------------|--------------------------------|------------------------------------------|
| H | Skill Focus (Perform) | Skill Focus (Use Magic Device) | Still Spell |
| 1st | Negotiator | Arcane Flourish* | Combat Expertise |
| 3rd | Wanderer's Diplomacy* | Magical Aptitude | Exotic Weapon Proficiency (spiked chain) |
| 6th | Combat Parache* | Battle Dancer* | Improved Trip |
| 9th | Master Manipulator* | Arcane Accompaniment* | Improved Disarm |
| 12th | Skill Focus (enchantment) | Improved Initiative | Combat Reflexes |
| 15th | Improved Feint | Combat Reflexes | Weapon Focus (spiked chain) |
| 18th | Fade into Violence* | Vexing Flanker* | Power Attack |

BEGUNER

| | Controller | Investigator | Trickster |
|-------|-----------------------------------|-----------------------------------|--------------------------------|
| H | Skill Focus (enchantment) | Skill Focus (enchantment) | Skill Focus (illusion) |
| 1st | Improved Initiative | Stealthy | Combat Expertise |
| 3rd | Greater Skill Focus (enchantment) | Wanderer's Diplomacy* | Improved Feint |
| 5th† | Silent Spell | Silent Spell | Silent Spell |
| 6th | Arcane Thesis* | Quick Draw | Fade into Violence* |
| 9th | Skill Penetration | Eschew Materials | Acrobatic Strike* |
| 10th† | Still Spell | Still Spell | Still Spell |
| 11th | Shadow Spell* | Arcane Flourish* | Shadow Strike* |
| 15th | Scribe Scroll | Skill Penetration | Skill Penetration |
| 18th | Greater Spell Penetration | Greater Skill Focus (enchantment) | Greater Skill Focus (illusion) |

CLERIC

| | Defender | Destroyer | Healer |
|------|--------------------------|-------------------------------|----------------------|
| H | Extra Turning | Extra Turning | Combat Casting |
| 1st | Improved Turning | Divine Justice* | Sacred Healing* |
| 3rd | Iron Will | Weapon Focus (any) | Divine Ward* |
| 6th | Skill Focus (evocation) | Divine Armor* | Extra Turning |
| 9th | Sacred Radiance* | Smiting Spell* | Brew Potion |
| 12th | Combat Casting | Power Attack | Sacred Purification* |
| 15th | Tower Shield Proficiency | Combat Casting | Quickened Spell |
| 18th | Lunging Strike* | Armor Specialization* (heavy) | Extra Turning |

To use this table, find the number of feats your character is entitled to, then start at the beginning of the chosen progression and take that number of feats. If your character is not human, you can still start with the feat labeled "H," but this often isn't necessary.

For example, a 7th-level half-orc barbarian has three feats. If you're using the destroyer progression, you would need to take the "H" feat, Power Attack, since that feat is a prerequisite for Cleave.

Some of the progressions require certain ability scores to meet their prerequisites. After you choose the feat progression you want, check the prerequisites and be sure

to fulfill them, even if you have to go back and change your character's attributes to match the requirements. In some cases, you must also buy ranks in certain skills to qualify for a particular feat progression. In this case, make sure you purchased the relevant skills when you spent your character's skill ranks in step 4, or go back and change your skill choices.

Most of the feats in these progressions are found in the Player's Handbook or in this book (those marked with an asterisk). Any class appearing in a book other than the Player's Handbook might mention some feats from another book (usually the supplement in which the class appeared).

TABLE A-3: FEAT PROGRESSIONS BY PARTY ROLE (CONT.)

DRAGON SHAMAN

| | Defender | Destroyer | Second Rank Warrior |
|-------|---------------------------------|---------------------------------|-------------------------------|
| H | Armor Proficiency (heavy) | Power Attack | Combat Reflexes |
| 1st | Shield Specialization* (heavy)† | Cleave | Power Attack |
| 2nd† | Skill Focus | Skill Focus | Skill Focus |
| 3rd | Shield Ward* | Weapon Focus (morningstar) | Weapon Focus (longspear) |
| 6th | Active Shield Defense* | Ability Focus (breath weapon) | Hindering Opportunist* |
| 8th† | Skill Focus | Skill Focus | Skill Focus |
| 9th | Improved Natural Armor | Brutal Strike* | Short Haft* |
| 12th | Weapon Focus (morningstar) | Improved Critical (morningstar) | Lunging Strike* |
| 15th | Blind Fight | Improved Sunder | Stalwart Defense* |
| 16th† | Skill Focus | Skill Focus | Skill Focus |
| 18th | Armor Specialization* (heavy) | Shield Specialization* (heavy) | Improved Critical (longspear) |

† Bonus feat; see page 13 for options

1 See *Monster Manual*, page 303

DRUID

| | Beastmaster | Feral Beast | Warden |
|------|----------------------|-------------------------------|--------------------------------|
| H | Animal Affinity | Combat Casting | Spell Focus (concentration) |
| 1st | Companion Spellbond* | Alertness | Augment Summoning |
| 3rd | Combat Casting | Keen-Eared Scout* | Shield Specialization* (heavy) |
| 6th | Combat Reflexes | Natural Spell | Extend Spell |
| 9th | Empower Spell | Improved Natural Attack (any) | Imbued Summoning* |
| 12th | Quickened Spell | Power Attack | Shield Ward* |
| 15th | Veiling Fanner* | Flay* | Spell Penetration |
| 18th | Extend Spell | Improved Bull Rush | Armor Specialization* (medium) |

1 See *Monster Manual*, page 304

DUSKBLADE

| | Baster | Defender | Skirmisher |
|------|----------------------------------|--------------------------------|------------------------------------|
| H | Weapon Focus (ranged spell) | Toughness | Weapon Focus (any one-handed) |
| 1st | Poin. Blank Shot | Combat Expertise | Dodge |
| 2nd† | Combat Casting | Combat Casting | Combat Casting |
| 3rd | Precise Shot | Arcane Toughness | Mobility |
| 6th | Empower Spell | Shield Specialization* (heavy) | Spring Attack |
| 9th | Improved Critical (ranged spell) | Shield Ward* | Improved Critical (any one-handed) |
| 12th | Improved Precise Shot | Armor Specialization* (medium) | Combat Tactician* |
| 15th | Spell Penetration | Craft Magic Arms and Armor | Combat Expertise |
| 18th | Greater Spell Penetration | Weapon Focus (longsword) | Whirlwind Attack |

† Bonus feat

FAVORED SOUL

| | Defender | Healer | Vanguard |
|------|--------------------------------|------------------------|--------------------------------------------|
| H | Armor Proficiency (heavy) | Spontaneous Healer | Combat Focus* |
| 1st | Shield Specialization* (heavy) | Augment Healing | Combat Casting |
| 3rd | Weapon Focus† | Weapon Focus† | Weapon Focus† |
| 3rd | Shield Ward | Combat Casting | Power Attack |
| 6th | Combat Focus* | Brew Potion | Cleave |
| 9th | Active Shield Defense* | Craft Wand | Craft Magic Arms and Armor |
| 12th | Weapon Specialization† | Weapon Specialization† | Weapon Specialization† |
| 12th | Combat Vigor* | Scribe Scroll | Combat Vigor* |
| 15th | Blind Fight | Reach Spell | Improved Critical (deity's favored weapon) |
| 18th | Combat Awareness* | Flyby Attack | Armor Specialization* |

† Bonus feat; applies to deity's favored weapon

1 See *Complete Divine*

TABLE A-1 FEAT PROGRESSIONS BY PARTY ROLE (CONT.)

FIGHTER

| | Archer | Defender | Destroyer |
|--------------------|-----------------------------------------|-------------------------------------------|--------------------------------------------|
| H | Point Blank Shot | 8 in.-Fight | Power Attack |
| 5 th | Precise Shot | Iron Will | Cleave |
| 1 st † | Weapon Focus (longbow) | Weapon Focus (longsword) | Weapon Focus (greatsword) |
| 2 nd † | Rapid Shot | Shield Specialization* (heavy) | Flay* |
| 3 rd | Dodge | Combat Reflexes | Improved Sunder |
| 4 th † | Weapon Specialization (longbow) | Weapon Specialization (longsword) | Weapon Specialization (greatsword) |
| 6 th | Mobility | Shield Ward* | Iron Will |
| 6 th † | Shot on the Run | Combat Expertise | Improved Bull Rush |
| 8 th † | Greater Weapon Focus (longbow) | Greater Weapon Focus (longsword) | Greater Weapon Focus (greatsword) |
| 9 th | Ranged Weapon Mastery* (piercing) | Melee Weapon Mastery* (slashing) | Melee Weapon Mastery* (slashing) |
| 10 th † | Manyshot | Improved Disarm | Improved Critical (greatsword) |
| 12 th | Armor Specialization* (medium) | Armor Specialization* (heavy) | Armor Specialization* (heavy) |
| 12 th † | Greater Weapon Specialization (longbow) | Greater Weapon Specialization (longsword) | Greater Weapon Specialization (greatsword) |
| 14 th | Improved Precise Shot | Vexing Flanker* | Slashing Flurry* |
| 15 th | Improved Critical (longbow) | Defensive Sweep* | Overwhelming Assault* |
| 16 th | Improved Initiative | Power Attack | Intimidating Strike |
| 18 th † | Quick Draw | Improved Initiative | Improved Initiative |
| 18 th | Weapon Supremacy* (longbow) | Weapon Supremacy* (longsword) | Weapon Supremacy* (greatsword) |
| 20 th † | Penetrating Shot* | Robar's Gambit* | Cometary Collision* |
| † Bonus feat | | | |

HEXBLADE

| | Defender | Destroyer | Skirmisher |
|--------------------|---------------------------------------------|-------------------------------------------|-----------------------------------|
| H | Ability Focus (hexblade's curse) | Power Attack | Ability Focus (hexblade's curse) |
| 1 st | Armor Proficiency (medium) | Cleave | Dodge |
| 3 rd | Battle Caster ¹ | Weapon Focus (any two-handed) | Mobility |
| 5 th | Spell Focus (necromancy) | Combat Casting | Spell Focus (enchantment) |
| 6 th | Combat Casting | Power Critical | Spring Attack |
| 9 th | Practiced Spellcaster | Improved Critical (any two-handed weapon) | Dash |
| 10 th | Greater Spell Focus (necromancy) | Spell Focus (necromancy) | Greater Spell Focus (enchantment) |
| 12 th | Armor Specialization (medium) | Power Critical ² | Bounding Assault* |
| 15 th | Extra Slot ³ (3 rd) | Improved Toughness ¹ | Elusive Target ¹ |
| 15 th † | Spell Penetration | Greater Spell Focus (necromancy) | Spell Penetration |
| 18 th | Extra Spell ³ (3 rd) | Defensive Sweep* | Rapid Blitz* |
| 20 th † | Greater Spell Penetration | Spell Penetration | Greater Spell Penetration |

† Bonus feat

¹ See *Monster Manual*, page 103² See *Complete Arcane*³ See *Complete Warrior*

KNIGHT

| | Cavalier | Defender | Destroyer |
|-------------------|--------------------------------|-------------------------------------------|------------------------------------|
| H | Skill Focus (Ride) | Shield Specialization* (heavy) | Power Attack |
| 1 st | Mounted Combat | Weapon Focus (any one-handed) | Cleave |
| 2 nd | Weapon Focus (lance) | Mounted Combat | Mounted Combat |
| 3 rd | Shield Specialization* (heavy) | Shield Ward* | Improved Bull Rush |
| 5 th † | Ride-By Attack | Endurance | Endurance |
| 6 th | Short Haft* | Ability Focus (test of mettle) | Weapon Focus (any one-handed) |
| 9 th | Improved Critical (lance) | Improved Critical (any one-handed weapon) | Cometary Collision* |
| 10 th | Spirited Charge | Dedhard | Dedhard |
| 20 th | Armor Specialization* (heavy) | Armor Specialization* (heavy) | Ability Focus (daunting challenge) |
| 15 th | Trample | Iron Will | Great Fortitude |
| 15 th | Power Attack | Indomitable Soul* | Steadfast Determination* |
| 18 th | Lunging Strike* | Defensive Sweep* | Armor Specialization* (heavy) |

† Bonus feat

¹ See *Monster Manual*, page 303

TABLE A-3 FEAT PROGRESSIONS BY PARTY ROLE (CONT.)

MARSHAL

| | Defender | Second Rank Warrior | Vanguard |
|------|--------------------------------|-----------------------------|--------------------------|
| H | Shield Specialization* (heavy) | Combat Reflexes | Improved Initiative |
| 1st | Shield Ward | Deft Opportunist* | Battlefield Inspiration† |
| 1st‡ | Skill Focus (Diplomacy) | Skill Focus (Diplomacy) | Skill Focus (Diplomacy) |
| 3rd | Armor Proficiency (heavy) | Weapon Focus (reach weapon) | Weapon Focus (any) |
| 6th | Coad | Hindering Opportunist* | Intimidating Strike* |
| 9th | Shieldmate | Short Haft* | Endurance |
| 12th | Bind Fight | Distracting Attack | Diehard |
| 15th | Combat Expertise | Stalwart Defense* | Daunting Presence |
| 18th | Armor Specialization* (heavy) | Lunging Strike* | Overwhelming Assault* |

1 From *Miniatures Handbook*

2 Bonus feat

MONK

| | Defender | Destroyer | Skirmisher |
|------|---------------------------|-------------------------------|------------------------------------|
| H | Combat Focus* | Improved Natural Attack | Improved Initiative |
| 1st‡ | Stunning Fist | Improved Grapple | Stunning Fist |
| 1st | Dodge | Weapon Focus (unarmed strike) | Ability Focus (stunning fist) |
| 2nd‡ | Deflect Arrows | Combat Reflexes | Deflect Arrows |
| 3rd | Versatile Unarmed Strike* | Power Attack | Dodge |
| 6th‡ | Improved Trip | Improved Trip | Improved Disarm |
| 6th | Leap of the Heavens* | Improved Bull Rush | Mobility |
| 9th | Combat Defense* | Improved Overrun | Spring Attack |
| 12th | Combat Vigor* | Cleave | Weapon Focus (unarmed strike) |
| 5th | Fiery Fist* | Improved Sunder | Cold Iron |
| 8th | Fiery Ki Defense* | Great Cleave | Improved Critical (unarmed strike) |

† See *Monster Manual*, page 303

‡ Bonus feat

PALADIN

| | Cavalier | Destroyer | Vanguard |
|------|--------------------------------|-------------------------------------------|--------------------------------|
| H | Mounted Combat | Power Attack | Improved Initiative |
| 1st | Ride-By Attack | Weapon Focus (any two-handed) | Shield Specialization* (heavy) |
| 3rd | Mounted Archery | Extra Turning | Combat Focus* |
| 6th | Spirited Charge | Divine Justice* | Ritual Blessing* |
| 9th | Trample | Improved Critical (any two-handed weapon) | Combat Vigor* |
| 21th | Power Attack | Divine Armor* | Sacred Purification* |
| 15th | Improved Critical (lance) | Improved Sunder | Sacred Radiance* |
| 18th | Shield Specialization* (heavy) | Divine Fortune* | Shield Ward* |

RANGER

| | Archer | Hunter | Skirmisher |
|------|------------------------|-----------------------------------|---------------------------------|
| H | Point Blank Shot | Bind Fight | Dodge |
| 1st | Precise Shot | Aidriess | Mobility |
| 1st‡ | Track | Track | Track |
| 2nd‡ | Rapid Shot | Rapid Shot or Two-Weapon Fighting | Two-Weapon Fighting |
| 3rd | Weapon Focus (longbow) | Keen-Eared Scout* | Combat Reflexes |
| 6th | Dodge | Combat Focus | Spring Attack |
| 9th | Mobility | Combat Vigor* | Shadow Stalker* |
| 12th | Improved Initiative | Combat Awareness* | Two-Weapon Pounce* |
| 15th | Shot on the Run | Weapon Focus (longbow) | Two-Weapon Rend* |
| 18th | Far Shot | Combat Strike* | Improved Critical (short sword) |

‡ Bonus feat

TABLE A-3: FEAT PROGRESSIONS BY PARTY ROLE (CONT.)

ROGUE

| | Archer |
|------|-------------------------|
| H | Point Blank Shot |
| 1st | Precise Shot |
| 3rd | Rapid Reload |
| 6th | Deadeye Shot* |
| 9th | Rapid Shot |
| 12th | Crossbow Sniper* |
| 15th | Weapon Focus (crossbow) |
| 18th | Improved Precise Shot |

| | Duelist |
|------|----------------------|
| H | Combat Expertise |
| 1st | Improved Feint |
| 3rd | Weapon Finesse |
| 6th | Tumbling Feint* |
| 9th | Improved Initiative |
| 12th | Einhander* |
| 15th | Dodge |
| 18th | Combat Cloak Expert* |

| | Explorer |
|------|----------------------|
| H | Alertness |
| 1st | Combat Reflexes |
| 3rd | Vexing Flanker* |
| 6th | Adaptable Flanker* |
| 9th | Acrobatic Strike* |
| 12th | Shadow Striker* |
| 15th | Keen-Eared Scout* |
| 18th | Spectral Skirmisher* |

SCOUT

| | Archer |
|-------|--------------------------------|
| H | Point Blank Shot |
| 1st | Precise Shot |
| 3rd | Weapon Focus (shortbow) |
| 4th† | Dodge |
| 6th | Mobility |
| 8th | Spring Attack |
| 9th | Improved Initiative |
| 12th† | Quick Draw |
| 15th | Improved Feint (shortbow) |
| 16th† | Telling Blow* |
| 16th† | Danger Sense† |
| 18th | Improved Precise Shot |
| 20th† | Quick Reconnoiter |
| † | Bonus feat |
| 1 | See <i>Complete Adventurer</i> |

| | Hunter |
|------|------------------------------|
| H | Track |
| 1st | Alertness |
| 3rd | Keen-Eared Scout* |
| 6th | Skill Focus (Survival) |
| 9th | Point Blank Shot |
| 12th | Rapid Shot |
| 15th | Precise Shot |
| 18th | Improved Initiative |
| 21st | Weapon Focus (shortbow) |
| 24th | Deadeye Shot* |
| 27th | Blind Fight |
| 30th | Improved Critical (shortbow) |
| 33rd | Danger Sense |

| | Skirmisher |
|------|------------------------------|
| H | Dodge |
| 1st | Tumbling Feint* |
| 3rd | Weapon Focus (short sword) |
| 6th | Mobility |
| 9th | Two-Weapon Defense |
| 12th | Spring Attack |
| 15th | Two-Weapon Pounce* |
| 18th | Quick Draw |
| 21st | Improved Two-Weapon Fighting |
| 24th | Dual Strike |
| 27th | Blind-Fight |
| 30th | Telling Blow* |
| 33rd | Improved Initiative |

SORCERER

| | Battle Mage |
|------|------------------------|
| H | Toughness |
| 1st | Bonded Familiar* |
| 3rd | Improved Counterspell |
| 6th | Arcane Toughness* |
| 9th | Spell-Linked Familiar* |
| 12th | Dampen Spell* |
| 15th | Combat Familiar* |
| 18th | Lurking Familiar* |

| | Blaster |
|------|---------------------------------|
| H | Lightning Reflexes |
| 1st | Spell Focus (evocation) |
| 3rd | Greater Spell Focus (evocation) |
| 6th | Spell Penetration |
| 9th | Battering Spell* |
| 12th | Greater Spell Penetration |
| 15th | Empower Spell |
| 18th | Widen Spell |

| | Infernal Summoner |
|------|---------------------------------|
| H | Infernal Sorcerer's Heilage* |
| 1st | Infernal Sorcerer's Howl* |
| 3rd | Spell Focus (conjuration) |
| 6th | Augment Summoning |
| 9th | Imbued Summoning* |
| 12th | Infernal Sorcerer's Eyes* |
| 15th | Infernal Sorcerer's Resistance* |
| 18th | Extend Spell |

SWASHBUCKLER

| | Destroyer |
|------|------------------------------|
| H | Weapon Focus (short sword) |
| 1st† | Weapon Finesse |
| 1st | Two-Weapon Fighting |
| 3rd | Two-Weapon Defense |
| 6th | Improved Two-Weapon Fighting |
| 9th | Two-Weapon Pounce* |
| 12th | Improved Two-Weapon Defense† |
| 15th | Greater Two-Weapon Fighting |
| 18th | Two-Weapon Rend* |

| | Duelist |
|------|-----------------------|
| H | Weapon Focus (rapier) |
| 1st | Weapon Finesse |
| 3rd | Combat Expertise |
| 6th | Improved Feint |
| 9th | Dodge |
| 12th | Melee Evasion* |
| 15th | Improved Disarm |
| 18th | Tumbling Feint* |
| 21st | Combat Cloak Expert* |

| | Skirmisher |
|------|-------------------|
| H | Dodge |
| 1st | Weapon Finesse |
| 3rd | Mobility |
| 6th | Dash |
| 9th | Spring Attack |
| 12th | Combat Acrobat* |
| 15th | Bounding Assault* |
| 18th | Combat Tactician* |
| 21st | Rapid Blitz* |

† Bonus feat

‡ See *Complete Warrior*

TABLE A-3 FEAT PROGRESSIONS BY PARTY ROLE (CONT.)

WARRIORS

| | Blaster | Controller | Problem Solver |
|------|------------------------------------------------------------|------------------------------------------------------------|------------------------------------------|
| H | Point Blank Shot | Necropolis Born | Skill Focus (Use Magic Device) |
| 1st | Precise Shot | Intimidating Strike ² | Communicator ¹ |
| 3rd | Weapon Focus (ranged spell) | Ability Focus (eldritch blast, Sudden Extend) | Spell Hand |
| 6th | Point Blank Shot | Precise Shot | Ranged Spell Specialization ¹ |
| 9th | Spell Penetration | Extra Invocation ¹ (lesser) | Extra Invocation (least) |
| 12th | Maximize Spell-Like Ability ¹ (eldritch blast) | Extra Invocation ¹ (greater) | Extra Invocation (lesser) |
| 15th | Quickened Spell-Like Ability ¹ (eldritch blast) | Quickened Spell-Like Ability ¹ (eldritch blast) | Spell Penetration |
| 18th | Ability Focus ² (eldritch blast) | Extra Invocation ¹ (greater) | Extra Invocation (greater) |

1 See *Complete Arcane*.2 See *Monster Manual*, page 303.

WARMAGE

| | Battle Mage | Blaster | Sharpshooter |
|-------|-----------------------------|---------------------------------|----------------------------------|
| H | Battle Caster | Lightning Reflexes | Point Blank Shot |
| 1st | Toughness | Spell Focus (evocation) | Precise Shot |
| 3rd | Weapon Focus | Greater Spell Focus (evocation) | Weapon Focus (ranged spell) |
| 6th | Arcane Toughness | Extra Edge | Ranged Spell Specialization |
| 7th† | Sudden Empower | Sudden Empower ¹ | Sudden Empower |
| 9th | Armor Proficiency (heavy) | Spell Penetration | Spell Penetration |
| 10th† | SuddenEnlarge | SuddenEnlarge | SuddenEnlarge |
| 12th | Extra Edge | Greater Spell Penetration | Split Ray |
| 15th† | SuddenWiden | SuddenWiden | SuddenWiden |
| 15th | Lunging Strike ² | Arcane Mastery | Extra Shot ² (6th) |
| 18th | Twin Spell | Repeat Spell | Improved Critical (ranged spell) |
| 20th† | SuddenMaximize | SuddenMaximize | SuddenMaximize |

1 See *Complete Arcane*.

WIZARD

| | Blaster | Controller | Problem Solver |
|-------|---------------------------|-----------------------------------|------------------------------------|
| H | Combat Casting | Spell Focus (enchantment) | Combat Familiar ² |
| 1st† | Scribe Scroll | Scribe Scroll | Scribe Scroll |
| 1st | Spell Focus (evocation) | Greater Spell Focus (enchantment) | Conjurer ² |
| 3rd | Spell Penetration | Spell Penetration | Mad Alchemist ² |
| 5th† | Craft Wand | Heighten Spell | Brew Potion |
| 6th | Arcane Toughness | Improved Counterspell | Craft Wondrous Item |
| 9th | Precise Shot | Dampen Spell | Spell-Linked Familiar ² |
| 10th† | Empower Spell | Silent Spell | Craft Wand |
| 12th | Craft Staff | Spell Penetration | Eschew Materials |
| 15th† | Maximize Spell | Craft Staff | Extend Spell |
| 15th | Greater Spell Penetration | Improved Initiative | Elven Spell Lore ² |
| 18th | Arcane Thesis | Greater Spell Penetration | Spell Penetration |
| 20th† | Quickened Spell | Quickened Spell | Quickened Spell |

† Bonus feat

6. MISCELLANEOUS CHARACTERISTICS

Select your character's name, gender, age, height, weight, alignment, and personality. You can roll randomly for age, height, and weight or just select the averages, as described in the *Player's Handbook* (see Vital Statistics, page 109). If you don't want to worry about which alignment to pick, make your character neutral good and she'll get along with most people.

If you have some ideas for your character's personality, this is the time to solidify them and perhaps jot down a few notes. You might determine her random personality traits by rolling on the tables on page 221.

If you have trouble choosing a name, the *Player's Handbook* offers examples for each race, and many random name generators exist online. You could also take the name of a character from a book or a movie and change a couple of letters or a syllable.

7. CHOOSE EQUIPMENT

Purchasing equipment can prove to be a long, involved task. To help you get started, this section presents sample equipment sets for NPCs from 1st to 20th level. Each set includes a basic weapon, armor, and other items appropriate for a particular character class, complete with their gold piece values. If you need to create an NPC, you can simply take the indicated gear and spend the excess gold on scrolls, wands, potions, and other consumable items. If you want to tinker with the equipment on the list, you can easily swap out individual items for others based on their gold piece values.

At most levels, PCs have much higher budgets for equipment than NPCs do. So when you make a player character, use the NPC equipment lists as a starting point. The NPC package provides the basic necessities your character needs to function. From there, you can expand your character's equipment to fit his specific needs, investing the excess money in better weapons or armor, or a variety of powerful, wondrous items. See Table A-5: PC Remaining Budget by Level to see how your PC's wealth compares to the gear available to an NPC of your level.

If you are in a rush, just purchase a few expensive items to supplement the NPC gear. For a fighter or similar character, buy a second weapon with the maximum enhancement bonus you can afford. Use it as your primary weapon if it is better than the one in the NPC package, perhaps trading in the weapon from the NPC package for another useful item.

Potions are useful to any character, and if you're playing a spellcaster, wands and scrolls can fill any gaps in your character's spell lists. Knock, see invisibility, and similar spells are useful in certain situations, but they lack the overall utility to make them worth preparing.

1st-Level Characters: Beginning characters are a special case because they don't have wealth comparable to 1st-level NPCs. To equip a 1st-level PC quickly, consult the starting packages for your class in Chapter 1 or 2.

TABLE A-4 PC AND NPC WEALTH BY LEVEL

| Character Level | NPC Wealth | PC Wealth |
|-----------------|------------|-----------------|
| 1st | 900 gp | Varies by class |
| 2nd | 2,000 gp | 900 gp |
| 3rd | 2,500 gp | 2,700 gp |
| 4th | 3,300 gp | 5,400 gp |
| 5th | 4,300 gp | 9,000 gp |
| 6th | 5,600 gp | 13,000 gp |
| 7th | 7,200 gp | 19,000 gp |
| 8th | 9,400 gp | 27,000 gp |
| 9th | 12,000 gp | 36,000 gp |
| 10th | 16,000 gp | 49,000 gp |
| 11th | 21,000 gp | 66,000 gp |
| 12th | 27,000 gp | 88,000 gp |
| 13th | 35,000 gp | 110,000 gp |
| 14th | 45,000 gp | 150,000 gp |
| 15th | 59,000 gp | 200,000 gp |
| 16th | 77,000 gp | 260,000 gp |
| 17th | 100,000 gp | 340,000 gp |
| 18th | 130,000 gp | 440,000 gp |
| 19th | 170,000 gp | 580,000 gp |
| 20th | 220,000 gp | 760,000 gp |

TABLE A-5 PC REMAINING BUDGET BY LEVEL

| Character Level | Budget |
|-----------------|-------------------|
| 1st | — |
| 2nd | Use 1st-level NPC |
| 3rd | 200 gp |
| 4th | 2,700 gp |
| 5th | 4,700 gp |
| 6th | 7,400 gp |
| 7th | 11,800 gp |
| 8th | 17,600 gp |
| 9th | 24,000 gp |
| 10th | 33,000 gp |
| 11th | 45,000 gp |
| 12th | 61,000 gp |
| 13th | 75,000 gp |
| 14th | 105,000 gp |
| 15th | 141,000 gp |
| 16th | 183,000 gp |
| 17th | 240,000 gp |
| 18th | 310,000 gp |
| 19th | 410,000 gp |
| 20th | 540,000 gp |

1st-level NPCs and 2nd-level PCs have identical 900 gp budgets for gear.

A LA CARTE SHOPPING

If you prefer to start from scratch, or if you need guidance on how to spend your excess cash after acquiring an NPC gear package, the following steps can help you focus your search for cool items that will help your character survive. (The rapid character creation process described in this appendix uses this method.)

1. Buy standard adventuring necessities.
2. Buy the weapon you want (or two, if that fits your character).
3. Buy the best armor you can afford with your remaining gold.
4. Buy ability enhancers (low-level characters can skip this step).
5. Buy miscellaneous equipment (low-level characters can skip this step).
6. Save any money left over.

1. Every character should own the necessities of dungeon delving. The standard adventurer's kit costs 15 gp and includes a backpack, a belt pouch, a bedroll, flint and steel, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin. The bedroll is free as part of the package deal. The individual prices of these items, along with a few others of use to certain character classes, are given in the table below. If you can't afford the whole adventurer's kit, you can simply drop items from it until it fits your budget. If you want any of the optional items, you must pay for those separately.

You need an additional piece of equipment if you're a cleric (a holy symbol for 1 gp), a beguiler, rogue, or scout (thieves' tools for 30 gp), or a wizard (spellbook for 15 gp, assuming it contains the maximum number of spells known). If you're a spellcaster of any kind, you probably want a spell component pouch (for 5 gp) as well.

TABLE A-6 NECESSITIES

| Standard Adventurer's Kit (15 gp) | |
|-----------------------------------|-------|
| Backpack | 2 gp |
| Belt pouch | 1 gp |
| Bedroll | 1 sp |
| Flint and steel | 1 gp |
| Hemp rope (50 ft.) | 1 gp |
| Sunrods (2) | 4 gp |
| Trail rations (10 days) | 5 gp |
| Waterskin | 1 gp |
| Optional Items | |
| Holy symbol | 1 gp |
| Spell component pouch | 5 gp |
| Spellbook | 15 gp |
| Thieves tools | 10 gp |

2. Buy Weapon. Unless you're playing a sorcerer or wizard, spend about half of your wealth on the most expensive melee or ranged weapon available, depending on whether you prefer melee or ranged combat. First, choose which weapon you want to use—morningstar, bastard sword, longbow or the like. Use the suggestions above for equipment and starting packages if you wish. Make it masterwork (+300 gp, or +300 gp per side if it's a double weapon). If the weapon is a longbow or shortbow, make it composite, adding a strength rating equal to your character's Strength bonus (+100 gp per plus). Next, make the weapon magic, giving it an enhancement bonus on attack and damage rolls. The applicable costs are summarized on Table A-7: Weapon Enhancement Bonuses.

TABLE A-7: WEAPON ENHANCEMENT BONUSES

| Enhancement Bonus | Cost |
|-------------------|------------|
| +1 | 2,000 gp |
| +2 | 8,000 gp |
| +3 | 18,000 gp |
| +4 | 32,000 gp |
| +5 | 50,000 gp |
| +6* | 72,000 gp |
| +7* | 98,000 gp |
| +8* | 128,000 gp |
| +9* | 162,000 gp |
| +10* | 200,000 gp |

*A weapon cannot have an enhancement bonus above +5 unless it is epic; instead, the weapon has one or more special properties. See DMG 223.

If you're playing a sorcerer or wizard, you want to spend a good chunk of money on a wand, staff, and/or ability-enhancing item, a *headband of intellect* or *cloak of charisma*, instead of buying an expensive weapon. (See Buy Ability Enhancers below for more information.)

3. Buy Armor. If your character wears armor, spend a hefty portion—maybe three-quarters—of your remaining funds on armor. Include a shield if you use one.

You want the best armor with which the character is proficient—namely full plate armor if he can wear heavy armor (go with bandolier mail if you can't afford full plate armor), a breastplate if medium armor is the heaviest he can wear, or a chain shirt if he can wear only light armor. Buy the armor, then make it masterwork (+150 gp). Next, make

the armor magic, giving it an enhancement bonus to AC. The applicable costs are summarized on Table A-8: Armor Enhancement Bonuses.

TABLE A-8: ARMOR ENHANCEMENT BONUSES

| Enhancement Bonus | Cost |
|-------------------|------------|
| +1 | 1,000 gp |
| +2 | 4,000 gp |
| +3 | 9,000 gp |
| +4 | 16,000 gp |
| +5 | 25,000 gp |
| +6* | 36,000 gp |
| +7* | 49,000 gp |
| +8* | 64,000 gp |
| +9* | 81,000 gp |
| +10* | 100,000 gp |

*A suit of armor or shield cannot have an enhancement bonus above +5 unless it is epic; instead, the armor has one or more special properties. See DMG 217.

If your character is a sorcerer, monk, wizard, or other character who doesn't wear armor, spend some gold on other defensive items instead. Bracers of armor are a good choice, and you might supplement these with a ring of protection and/or an amulet of natural armor. A cloak of displacement is an excellent choice if you can afford it, and a ring of invisibility is one of the best protection items around.

4. Buy Ability Enhancers. You should have about 25–30% of your starting gold left now. You have many options available for spending that cash—the *Dungeon Master's Guide* has a truly prodigious selection of magic items, and other books add even more to this list. For simplicity and speed, however, it's best to spend this gold on ability enhancers. Your options are gauntlets of ogre power, belt of giant strength (Strength), gloves of Dexterity, mantle of health (Constitution), headband of intellect (Intelligence), periapt of wisdom, and cloak of charisma.

Decide which ability scores are most important to you and buy items that provide enhancement bonuses to these abilities. Each item adds a +2 (for 4,000 gp), +4 (for 16,000 gp), or +6 (for 36,000 gp) enhancement bonus to the appropriate ability score. The only exceptions are gauntlets of ogre power, which offer only a +2 enhancement bonus to Strength, and the belt of giant strength, which gives a +4 or +6 enhancement bonus to Strength.

If you are creating an extremely high-level character, spend some cash on inherent ability bonuses (which you can get from *Feats of bodily health* and the like). Inherent bonuses cost 27,500 gp for each +1, and your character can have up to a +5 inherent bonus on any ability score.

5. Buy Miscellaneous Equipment. Spend the rest of your gold on some minor magic trinkets. A *cloak of resistance* provides a +1 resistance bonus on saving throws for 1,000 gp, +2 for 4,000 gp, +3 for 9,000 gp, +4 for 16,000 gp, or +5 for 25,000 gp. A few *potions of cure wounds* are also in order, since restoration of lost hit points is good for everyone. You can buy a *potion of cure light wounds* (restores 1d8+1 hit points for 50 gp), a *potion of cure moderate wounds* (restores 2d8+3 hp for 300 gp), and a *potion of cure serious wounds* (restores 3d8+5 hp for 750 gp). If you're playing a spellcaster, pick

up a few wands or scrolls of utilitarian spells, such as knock and water breathing.

EQUIPMENT BY LEVEL

The following tables detail appropriate NPC equipment for each level of the various classes. Each set of equipment also includes an adventurer's kit (see page 215) and any other items necessary for the character (such as a spellbook, spell component pouch, thieves' tools, or holy symbol).

Barbarian, Dragon Shaman, Druid*, Duskblade*, or Favored Soul.

1st Level: Masterwork weapon, masterwork breastplate or masterwork hide armor, 185 gp, heavy steel shield, 200 gp.

2nd Level: Masterwork weapon, +1 breastplate or masterwork dragonhide breastplate, 650 gp, heavy steel shield, 350 gp.

3rd Level: Masterwork weapon, +1 breastplate or masterwork dragonhide breastplate, 650 gp, heavy steel shield, 850 gp.

4th Level: Masterwork weapon, +1 breastplate or masterwork dragonhide breastplate, 650 gp, heavy steel shield, cloak of resistance +1, 650 gp.

5th Level: +1 weapon, +1 breastplate (or masterwork dragonhide breastplate, 650 gp), heavy steel shield, 650 gp.

6th Level: +1 weapon, +1 breastplate or masterwork dragonhide breastplate, 650 gp, +1 heavy steel shield, 800 gp.

7th Level: +1 weapon, +1 breastplate or masterwork dragonhide breastplate, 650 gp, +1 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, cloak of resistance +1, 50 gp.

8th Level: +1 weapon, +2 breastplate (or +1 dragonhide breastplate, ring of protection +1, 650 gp), +1 heavy steel shield (or potion of barkskin +3, potion of shield of faith +4), 250 gp.

9th Level: +1 weapon, +2 breastplate (or +2 dragonhide breastplate, 350 gp), +1 heavy steel shield (or amulet of natural armor +1, potion of barkskin +3, potion of shield of faith +4), 850 gp.

10th Level: +2 weapon, +2 breastplate (or +1 dragonhide breastplate, ring of protection +1, 650 gp), +1 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, 850 gp.

11th Level: +2 weapon, +2 breastplate (or +2 dragonhide breastplate, 350 gp), +1 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, gauntlets of ogre power (or peripat of Wisdom +2), cloak of resistance +1, 850 gp.

12th Level: +2 weapon, +3 breastplate (or +3 dragonhide breastplate, 350 gp), +1 heavy steel shield (or potion of barkskin +3, potion of shield of faith +4), gauntlets of ogre power (or peripat of Wisdom +2), cloak of resistance +1, brooch of shielding, 350 gp.

13th Level: +3 weapon, +3 breastplate (or +3 dragonhide breastplate, 350 gp), +2 heavy steel shield (or potion of barkskin +3, potion of shield of faith +4), gauntlets of ogre power (or peripat of Wisdom +2), 850 gp.

14th Level: +3 weapon, +4 breastplate (or +4 dragonhide breastplate, 350 gp), +2 heavy steel shield (or amulet of natural armor +1, ring of protection +1, 200 gp), gauntlets of ogre power (or peripat of Wisdom +2), cloak of resistance +1, 850 gp.

15th Level: +4 weapon, +4 breastplate (or +4 dragonhide breastplate, 350 gp), +2 heavy steel shield (or amulet of natural

armor +1, ring of protection +1, 200 gp), gauntlets of ogre power (or peripat of Wisdom +2), cloak of resistance +1, 850 gp.

16th Level: +4 weapon, +4 breastplate (or +4 dragonhide breastplate, 350 gp), +2 heavy steel shield (or amulet of natural armor +1, ring of protection +1, 200 gp), belt of giant strength +4 (or peripat of Wisdom +4), cloak of resistance +2, dust of disappearance, 350 gp.

17th Level: +5 weapon, +4 breastplate (or +4 dragonhide breastplate, 350 gp), +2 heavy steel shield (or amulet of natural armor +1, ring of protection +1, 200 gp), belt of giant strength +4 (or peripat of Wisdom +4), cloak of resistance +3, dust of disappearance, 350 gp.

18th Level: +5 weapon, +5 breastplate (or +5 dragonhide breastplate, 350 gp), +3 heavy steel shield (or amulet of natural armor +1, gloves of Dexterity +2, ring of protection +1, 1,200 gp), belt of giant strength +4 (or peripat of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 350 gp.

19th Level: +6 weapon, +6 breastplate (or +6 dragonhide breastplate, 350 gp), +4 heavy steel shield (or amulet of natural armor +2, gloves of Dexterity +2, ring of protection +1, 2,200 gp), belt of giant strength +4 (or peripat of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 350 gp.

20th Level: +7 weapon, +6 breastplate (or +6 dragonhide breastplate, 350 gp), +6 heavy steel shield (or amulet of natural armor +3, gloves of Dexterity +2, iron stone (dusty rose), ring of protection +2, 1,200 gp), belt of giant strength +4 (or peripat of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 4,350 gp.

1. Druid characters should replace heavy steel shield with heavy wooden shield, 13 gp.

2. Duskblade characters below 4th level should replace breastplate with chain shirt, 100 gp; duskblades below 7th level should replace heavy steel shield with light steel shield, 11 gp.

Bard, Hexblade, Ranger, Rogue, Scout, or Swashbuckler.

1st Level: Masterwork weapon, masterwork studded leather, elixir of healing, 50 gp.

2nd Level: Masterwork weapon, mithral shirt, masterwork secondary weapon, elixir of healing, 50 gp.

3rd Level: Masterwork weapon, mithral shirt, masterwork secondary weapon, elixir of healing, elixir of weakening, 300 gp.

4th Level: Masterwork weapon, mithral shirt, masterwork secondary weapon, goggles of minute seeing, 350 gp.

5th Level: +1 weapon, mithral shirt, masterwork secondary weapon, elixir of healing, 350 gp.

6th Level: +1 weapon, mithral shirt, masterwork secondary weapon, elixir of healing, 650 gp.

7th Level: +1 weapon, +1 mithral shirt, +1 secondary weapon, elixir of healing, 250 gp.

8th Level: +1 weapon, +1 mithral shirt, +1 secondary weapon, cloak of elvenkind, 700 gp.

9th Level: +1 weapon, +1 mithral shirt, +1 secondary weapon, boots of elvenkind, cloak of elvenkind, 300 gp.

10th Level: +1 weapon, +1 mithral shirt, +1 secondary weapon, boots of elvenkind, cloak of elvenkind, gloves of Dexterity, 2,400 gp.

11th Level: +2 weapon, +1 mithral shirt, masterwork secondary weapon, boots of elvenkind, cloak of elvenkind, gloves of Dexterity +2, 1,300 gp

12th Level: +2 weapon, +2 mithral shirt, +1 secondary weapon, boots of elvenkind, cloak of elvenkind, gloves of Dexterity +2, ring of protection +1, 300 gp

13th Level: +2 weapon, +2 mithral shirt, +1 secondary weapon, boots of elvenkind, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, 300 gp

14th Level: +3 weapon, +2 mithral shirt, +1 secondary weapon, boots of elvenkind, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, 800 gp

15th Level: +3 weapon, +3 mithral shirt, +2 secondary weapon, boots of elvenkind, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, 800 gp

16th Level: +4 weapon, +4 mithral shirt, +2 secondary weapon, boots of elvenkind, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, 800 gp

17th Level: +4 weapon, +5 mithral shirt, +2 secondary weapon, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, winged boots, 1,300 gp

18th Level: +5 weapon, +5 mithral shirt, +3 secondary weapon, cape of the mountebank, gloves of Dexterity +2, ring of protection +1, winged boots, 3,300 gp

19th Level: +6 weapon, +5 mithral shirt, +4 secondary weapon, gloves of Dexterity +4, ring of protection +1, winged boots, iron stone, dusty rose, 300 gp

20th Level: +6 weapon, +6 mithral shirt, +3 secondary weapon, anulet of natural armor +1, cape of the mountebank, gloves of Dexterity +4, ring of protection +2, winged boots, iron stone, dusty rose, 3,300 gp

Bequiler, Sorcerer, Warmage, or Wizard

1st Level: Masterwork weapon, masterwork chain shirt or 250 gp, 350 gp

2nd Level: Masterwork weapon, +1 chain shirt or bracers of armor +1, 250 gp, 450 gp

3rd Level: Masterwork weapon, +1 chain shirt or bracers of armor +1, 250 gp, 950 gp

4th Level: Masterwork weapon, +1 chain shirt (or bracers of armor +2, 250 gp), cloak of resistance +1, 750 gp

5th Level: Masterwork weapon, +1 chain shirt (or bracers of armor +1, 250 gp), ring of protection +1, 750 gp

6th Level: Masterwork weapon, +2 chain shirt (or bracers of armor +2, 250 gp), cloak of resistance +1, 50 gp

7th Level: Masterwork weapon, +2 chain shirt (or bracers of armor +2, 250 gp), cloak of resistance +1, 1,650 gp

8th Level: Masterwork weapon, +2 chain shirt (or bracers of armor +2, 250 gp), cloak of Charisma +2 (or headband of intellect +2), 850 gp

9th Level: Masterwork weapon, +2 chain shirt (or bracers of armor +2, 250 gp), cloak of Charisma +2 (or headband of intellect +2), amulet of natural armor +1, 1,450 gp

10th Level: Masterwork weapon, +3 chain shirt (or bracers of armor +3, 250 gp), cloak of Charisma +2 (or headband of intellect +2), ring of protection +2, 450 gp

11th Level: Masterwork weapon, +3 mithral shirt (or bracers of armor +3, 250 gp), cloak of Charisma +2 (or headband

of intellect +2), ring of protection +1, gloves of arrow marking, 150 gp

12th Level: Masterwork weapon, +4 mithral shirt (or bracers of armor +4, 1,250 gp), cloak of Charisma +2 (or headband of intellect +2), amulet of natural armor +1, ring of protection +1, 1,450 gp

13th Level: Masterwork weapon, +4 mithral shirt (or bracers of armor +4, 1,250 gp), cloak of Charisma +2 (or headband of intellect +2), amulet of natural armor +1, ring of protection +2, 300 gp

14th Level: Masterwork weapon, +4 mithral shirt (or bracers of armor +4, 1,250 gp), cloak of Charisma +4 (or headband of intellect +4), amulet of natural armor +1, ring of protection +1, 450 gp

15th Level: Masterwork weapon, +5 mithral shirt (or bracers of armor +5, 1,250 gp), cloak of Charisma +4 (or headband of intellect +4), amulet of natural armor +1, ring of protection +2, gauntlets of Dexterity +2 (or cloak of resistance +2), 3,700 gp

16th Level: Masterwork weapon, +5 mithral shirt (or bracers of armor +5, 1,250 gp), cloak of Charisma +6 (or headband of intellect +6), amulet of natural armor +1, ring of protection +2, gauntlets of Dexterity +2 (or cloak of resistance +2), 450 gp

17th Level: Masterwork weapon, +5 mithral shirt (or bracers of armor +5, 1,250 gp), cloak of Charisma +6 (or headband of intellect +6), robe of swirling colors, ring of protection +2, 300 gp

18th Level: Masterwork weapon, bracers of armor +3, cloak of Charisma +6 (or headband of intellect +6), ring of protection +2, gauntlets of Dexterity +2 (or cloak of resistance +2), 5,450 gp

19th Level: Staff of evocation (or staff of enchantment), +7 mithral shirt (or bracers of armor +7, 1,250 gp), cloak of Charisma +6 (or headband of intellect +6), ring of protection +2, gauntlets of Dexterity +2 (or cloak of resistance +2), 6,450 gp

20th Level: Staff of evocation (or staff of enchantment), +7 mithral shirt (or bracers of armor +7, 1,250 gp), cloak of Charisma +6 (or headband of intellect +6), ring of protection +2, boots of teleportation, 3,450 gp

Cleric, Fighter, Knight, Marshal, or Paladin

1st Level: Masterwork weapon, masterwork banded mail, heavy steel shield, 200 gp

2nd Level: Masterwork weapon, full plate armor, heavy steel shield, 300 gp

3rd Level: Masterwork weapon, full plate armor, heavy steel shield, 700 gp

4th Level: Masterwork weapon, full plate armor, heavy steel shield, cloak of resistance +1 (or pearl of power [1st level]), 500 gp

5th Level: +1 weapon, full plate armor, heavy steel shield, 500 gp

6th Level: +1 weapon, +1 full plate armor, heavy steel shield, 500 gp

7th Level: +1 weapon, +1 full plate armor, +1 heavy steel shield (or potion of barkskin +3, potion of shield of faith +4), cloak of resistance +1 (or pearl of power [1st level]), 50 gp

8th Level: +1 weapon, +2 full plate armor, +1 heavy steel shield (or potion of barkskin +3, potion of shield of faith +4), 250 gp

9th Level: +1 weapon, +2 full plate armor, +1 heavy steel shield (or amulet of natural armor +1, potion of barkskin +3, potion of shield of faith +4), 850 gp

10th Level: +1 weapon, +2 full plate armor, +1 full plate shield or potion of barkskin +3, potion of shield of faith +4, gauntlets of ogre power (or perapt of Wisdom +2), 850 gp

11th Level: +2 weapon, +2 full plate armor, +1 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, gauntlets of ogre power (or perapt of Wisdom +2), cloak of resistance +1, 850 gp

12th Level: +2 weapon, +3 full plate armor, +4 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, gauntlets of ogre power (or perapt of Wisdom +2), cloak of resistance +1, brooch of shielding, 350 gp

13th Level: +3 weapon, +3 full plate armor, +1 heavy steel shield or potion of barkskin +3, potion of shield of faith +4, gauntlets of ogre power (or perapt of Wisdom +2), 850 gp

14th Level: +3 weapon, +4 full plate armor, +2 heavy steel shield or amulet of natural armor +1, ring of protection +1, 200 gp, gauntlets of ogre power (or perapt of Wisdom +2), cloak of resistance +1, 850 gp

15th Level: +4 weapon, +4 full plate armor, +2 heavy steel shield or amulet of natural armor +1, ring of protection +1, 200 gp, gauntlets of ogre power (or perapt of Wisdom +2), cloak of resistance +1, 850 gp

16th Level: +4 weapon, +4 full plate armor, +2 heavy steel shield or amulet of natural armor +1, ring of protection +1, 200 gp, belt of giant strength +4 (or perapt of Wisdom +4), cloak of resistance +2, dust of disappearance, 350 gp

17th Level: +5 weapon, +4 full plate armor, +2 heavy steel shield or amulet of natural armor +1, ring of protection +1, 200 gp, belt of giant strength +4 (or perapt of Wisdom +4), cloak of resistance +3, dust of disappearance, 350 gp

18th Level: +5 weapon, +5 full plate armor, +3 heavy steel shield or amulet of natural armor +1, gloves of Dexterity +2, ring of protection +1, 1,200 gp, belt of giant strength +4 (or perapt of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 350 gp

19th Level: +6 weapon, +6 full plate armor, +4 heavy steel shield or amulet of natural armor +2, gloves of Dexterity +2, ring of protection +1, 2,200 gp, belt of giant strength +4 (or perapt of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 350 gp

20th Level: +7 weapon, +6 full plate armor, +6 heavy steel shield or amulet of natural armor +3, gloves of Dexterity +2, iron stone dusty rose ring of protection +2, 1,200 gp, belt of giant strength +4 (or perapt of Wisdom +4), cloak of resistance +3, dust of disappearance, winged boots, 4,350 gp

Monk

1st Level: Masterwork weapon, 600 gp

2nd Level: Masterwork weapon, bracers of armor +1, 700 gp

3rd Level: Masterwork weapon, bracers of armor +1, cloak of resistance +1, 200 gp

4th Level: Masterwork weapon, bracers of armor +1, cloak of resistance +1, elixir of weakening, 750 gp

5th Level: Masterwork weapon, bracers of armor +1, amulet of natural armor +1, cloak of resistance +1, 0 gp

6th Level: Masterwork weapon, bracers of armor +1, amulet of natural armor +1, cloak of resistance +1, robe of slipperiness, 300 gp

7th Level: Masterwork weapon, bracers of armor +1, amulet of natural armor +1, brooch of shielding, cloak of resistance +1, 400 gp

8th Level: Masterwork weapon, bracers of armor +1, amulet of natural armor +1, brooch of shielding, cloak of resistance +1, 600 gp

9th Level: Masterwork weapon, bracers of armor +2, amulet of natural armor +1, brooch of shielding, cloak of resistance +1, 200 gp

10th Level: Amulet of mighty fists +1, bracers of armor +2, gauntlets of ogre power, cloak of resistance +1, 1,000 gp

11th Level: Amulet of mighty fists +1, bracers of armor +1, gauntlets of ogre power, cloak of resistance +1, 1,000 gp

12th Level: Amulet of mighty fists +1, bracers of armor +3, gauntlets of ogre power, cloak of resistance +2, dust of disappearance, 500 gp

13th Level: Amulet of mighty fists +1, bracers of armor +1, gauntlets of ogre power, cloak of resistance +3, 0 gp

14th Level: Amulet of mighty fists +1, bracers of armor +1, gauntlets of ogre power, cloak of resistance +3, 1,000 gp

15th Level: Amulet of mighty fists +1, bracers of armor +5, gauntlets of ogre power, cloak of resistance +3, monk's belt, 1,000 gp

16th Level: Amulet of mighty fists +2, bracers of armor +5, gauntlets of ogre power, cloak of resistance +3, monk's belt, 2,000 gp

17th Level: +4 weapon, bracers of armor +5, gauntlets of ogre power, cloak of resistance +3, monk's belt, perapt of Wisdom +4, 700 gp

18th Level: +4 weapon, bracers of armor +7, gauntlets of ogre power, cloak of resistance +3, monk's belt, perapt of Wisdom +4, ring of pumping, ring of protection +1, 2,200 gp

19th Level: +4 weapon, bracers of armor +3, gauntlets of ogre power, cloak of resistance +4, monk's belt, perapt of Wisdom +4, ring of protection +2, winged boots, 1,000 gp

20th Level: +5 weapon, bracers of armor +5, gauntlets of ogre power, cloak of resistance +5, monk's belt, perapt of Wisdom +4, ring of protection +4, winged boots, 0 gp

8. PICK YOUR SPELLS

Choosing spells can be a time-consuming process. This section offers a list of standard, high-utility spells at each spell level, arranged from most to least useful, for each spellcasting class. If you are at a loss for which spells to take at a given level, these lists can help narrow your search.

Limiting the spells you choose to those on the following lists saves both time and effort. If desired, however, you can supplement these lists with specific spells that you prefer.

SUGGESTED BARD SPELLS

0 Detect magic, read magic, prestidigitation, lullaby, summon instrument, mage hand

1st Cure light wounds, charm person, identify, disguise self, alarm

2nd Cure moderate wounds, suggestion, invisibility, eagle splendor, heroism

3rd Cure serious wounds, haste, dispel magic, charm monster, displacement

4th: Cure critical wounds, greater invisibility, dominate person, hold monster, dimension door.

5th: Mass cure light wounds, greater dispel magic, mass suggestion, persistent image, greater heroism.

6th: Mass cure moderate wounds, Otto's irresistible dance, greater shout, project image.

SUGGESTED CLERIC SPELLS (POSITIVE ENERGY CHANNELERS*)

0: Detect magic, light, resistance, read magic, detect poison, guidance.

1st: Shield of faith, bless, protection from evil, magic weapon, sanctuary, divine favor, command, comprehend languages.

2nd: Hold person, bull's strength, spiritual weapon, lesser restoration, inflict moderate wounds, resist energy, align weapon, augury.

3rd: Dispel magic, prayer, blindness/deafness, protection from energy, magic circle against evil, invisibility purge, searing light, glyph of warding.

4th: Divine power, inflict critical wounds, restoration, dismissal, freedom of movement, greater magic weapon, spell immunity, death ward.

5th: Flame strike, true seeing, spell resistance, righteous might, mass inflict light wounds, scrying, plane shift, disrupting weapon.

6th: Heal, greater dispel magic, harm, blade barrier, banishment, mass bull's strength, find the path.

7th: Greater restoration, holy word, greater scrying, destruction, ethereal jaunt, repulsion.

8th: Fire storm, holy aura, antimagic field, mass inflict critical wounds, greater spell immunity.

9th: Mass heal, implosion, miracle, true resurrection, etherealness, storm of vengeance.

*Negative energy channelers should select a cure spell as their second spell of each level (for spell levels 1-4) and as their third spell of each level (for levels 5-8).

SUGGESTED DRAGON SHAMAN AURAS

Vigor, Senses, Power, Energy Shield, Toughness, Presence, Resistance

SUGGESTED DRUID SPELLS

0: Detect magic, light, resistance, cure minor wounds, guidance, know direction.

1st: Cure light wounds, shillelagh, produce flame, faerie fire, entangle, charm animal, speak with animals.

2nd: Flame blade, heat metal, resist energy, lesser restoration, bull's strength, animal trance, barkskin.

3rd: Cure moderate wounds, protection from energy, call lightning, meld into stone, dominate animal, stone shape, spike growth.

4th: Cure serious wounds, flame strike, dispel magic, command plants, scrying, freedom of movement.

5th: Cure critical wounds, stoneskin, baleful polymorph, wall of fire, call lightning storm, commune with nature, death ward.

6th: Mass cure light wounds, fire seeds, greater dispel magic, mass bull's strength, transport via plants, wall of stone.

7th: Mass cure moderate wounds, heal, fire storm, true seeing, changestaff, greater scrying.

8th: Mass cure serious wounds, finger of death, animal shapes, sunburst, word of recall, whirlwind.

9th: Mass cure critical wounds, shapechange, elemental swarm, foresight, storm of vengeance, shambler.

SUGGESTED DUSKBLADE SPELLS

0: Ray of frost, touch of fatigue, acid splash, disrupt undead

1st: Ray of enfeeblement, shocking grasp, resist energy, swift expedition, retreat, true strike.

2nd: Scorching ray, see invisibility, swift invisibility, swift fly, cat's grace.

3rd: Ray of exhaustion, crown of protection, keen edge, protection from energy, vampiric touch.

4th: Channeled pyroburst, dimension door, enervation, fire shield, shout.

5th: Chain lightning, waves of fatigue, disintegrate, polar ray, hold monster.

*New spell (see pages 106 and 108).

SUGGESTED FAVORED SOUL SPELLS

0: Cure minor wounds, detect magic, light, resistance, read magic, detect poison.

1st: Cure light wounds, bless, shield of faith, divine favor, entropic shield, remove fear, comprehend languages.

2nd: Cure moderate wounds, spiritual weapon, lesser restoration, align weapon, delay poison, bull's strength.

3rd: Dispel magic, searing light, prayer, invisibility purge, daylight, magic circle against evil.

4th: Cure critical wounds, divine power, neutralize poison, freedom of movement, tongues, dimensional anchor.

5th: Flame strike, true seeing, righteous might, spell resistance, disrupting weapon, wall of stone.

6th: Heal, blade barrier, mass cure moderate wounds, greater dispel magic, heroes' feast, harm.

7th: Holy word, destruction, greater scrying, summon monster VII, ethereal jaunt, greater restoration.

8th: Mass cure critical wounds, holy aura, fire storm, summon monster VIII, antimagic field.

9th: Mass heal, implosion, summon monster IX, true resurrection.

SUGGESTED HEXBLADE SPELLS

1st: phantom threat, expeditious retreat, Tasha's hideous laughter, protection from evil, entropic shield.

2nd: invisibility, false life, see invisibility, eagle's splendor, spider climb.

3rd: vampire touch, confusion, protection from energy, howl of doom, wind wall.

4th: greater invisibility, dimension door, enervation, cursed blade, solid fog.

1 See Complete Warrior.

SUGGESTED MARSHAL AURAS¹

Minor: Master of Tactics, Force of Will, Motivate Dexterity, Motivate Strength, Watchful Eye, Master of Opportunity, Determined Caster.

Major: Motivate Care, Motivate Attack, Hardy Soldiers, Motivate Urgency, Resilient Troops.

1 See Miniatures Handbook.

SUGGESTED PALADIN SPELLS

- 1st:** Bless weapon, divine favor, cure light wounds, protection from evil, lesser restoration.
2nd: Bull's strength, eagle's splendor, shield other, resist energy, remove paralysis.
3rd: Dispel magic, greater magic weapon, magic circle against evil, discern lies, daylight.
4th: Holy sword, dispel evil, restoration, break enchantment, death ward.

SUGGESTED RANGER SPELLS

- 1st:** Resist energy, entangle, pass without trace, speak with animals, longstrider.
2nd: Snare, protection from energy, speak with plants, bear's endurance, cure light wounds.
3rd: Darkvision, tree shape, cure moderate wounds, water walk, command plants.
4th: Freedom of movement, tree stride, commune with nature, animal growth, cure serious wounds.

SUGGESTED SORCERER SPELLS

- 0:** Detect magic, read magic, ghost sound, disrupt undead, prestidigitation, acid splash, mage hand, arcane mark, dancing lights.
1st: Magic missile, mage armor, enlarge person, shield, expeditious retreat.
2nd: Scorching ray, invisibility, mirror image, alter self, levitate.
3rd: Fireball, dispel magic, haste, displacement.
4th: Stoneskin, polymorph, greater invisibility, phantasmal killer.
5th: Cone of cold, teleport, Bigby's interposing hand, dominate person.
6th: Acid fog, greater dispel magic, Bigby's forceful hand.
7th: Prismatic spray, limited wish, ethereal jaunt.
8th: Horrid wilting, iron body, prismatic wall.
9th: Meteor swarm, wish, time stop.

SUGGESTED WARLOCK INVOCATIONS¹

- Least:** See the unseen, sickening blast, eldritch spear.
Lesser: Eldritch chain, fell flight, beshadowed blast.
Greater: Vitriolic blast, devour magic, eldritch cone.
Dark: Retributive invisibility, eldritch doom, utterdark blast.
¹ See *Complete Arcane*.

SUGGESTED WIZARD SPELLS

- 0:** Detect magic, read magic, disrupt undead, mage hand.
1st: Magic missile, mage armor, charm person, color spray, silent image, disguise self, enlarge person, alarm.
2nd: Scorching ray, invisibility, mirror image, alter self, levitate, spider climb, see invisibility, knock, darkvision.
3rd: Fireball, dispel magic, displacement, haste, fly, suggestion, tongues, water breathing.
4th: Stoneskin, polymorph, greater invisibility, charm monster, lesser globe of invulnerability, scrying, wall of fire, confusion.
5th: Cone of cold, teleport, Bigby's interposing hand, dominate person, hold monster, permanency, persistent image, passwall.

6th: Chain lightning, greater dispel magic, Tenser's transformation, Mordenkainen's lucubration, contingency, true seeing, control water.

7th: Prismatic spray, limited wish, ethereal jaunt, greater teleport, greater scrying, plane shift, mass invisibility, mass hold person.

8th: Horrid wilting, iron body, prismatic wall, polymorph any object, protection from spells, Bigby's clenched fist, mind blank, dimensional lock.

9th: Meteor swarm, wish, time stop, gate, etherealness, shape-change, dominate monster, Bigby's crushing hand.

RANDOM PERSONALITIES

If you want to create a character with a random personality, use the tables below. Roll once on the Random Personality Archetypes table, then roll 1d4 times on the Random Personality Traits table. You can find more information on the personality archetypes and personality traits in Chapter 5 of this book.

RANDOM PERSONALITY ARCHETYPES

| d% | Archetype | d% | Archetype |
|-------|------------|--------|-------------|
| 01-04 | Agent | 53-56 | Rebel |
| 05-09 | Challenger | 57-61 | Renegade |
| 10-13 | Companion | 62-65 | Royalty |
| 14-18 | Crusader | 66-69 | Sage |
| 19-22 | Daredevil | 70-73 | Savage |
| 23-27 | Explorer | 74-78 | Seeker |
| 28-31 | Innocent | 79-82 | Simple Soul |
| 32-36 | Leader | 83-86 | Strategist |
| 37-40 | Martyr | 87-90 | Theorist |
| 41-44 | Mercenary | 91-95 | Trickster |
| 45-48 | Orphan | 96-100 | Wanderer |
| 49-52 | Prophet | | |

RANDOM PERSONALITY TRAITS

| d% | Trait | d% | Trait |
|-------|--------------|-------|----------------|
| 01-02 | Ambitious | 52-53 | Kind |
| 03-04 | Angry | 54-55 | Loyal |
| 05-06 | Bold | 56 | Merciful |
| 07-08 | Boastful | 57-58 | Militant |
| 09-10 | Brutal | 59-60 | Mysterious |
| 11-12 | Carefree | 61 | Naïve |
| 13-14 | Calm | 62-63 | Quiet |
| 15-16 | Charming | 64-65 | Patriotic |
| 17-18 | Connected | 66-67 | Peaceful |
| 19-20 | Conservative | 68-69 | Philosophical |
| 21 | Cowardly | 70 | Phobic |
| 22 | Cruel | 71-72 | Proper |
| 23-24 | Dark | 73-74 | Reformed |
| 25-26 | Disciplined | 75-76 | Religious |
| 27-28 | Driven | 77-78 | Reluctant |
| 29-30 | Energetic | 79-80 | Rude |
| 31-32 | Erudite | 81-82 | Secretive |
| 33-34 | Exotic | 83-84 | Self-absorbed |
| 35-36 | Famous | 85-86 | Self-righteous |
| 37-38 | Fatalistic | 87 | Selfish |
| 39-40 | Flamboyant | 88-89 | Serious |
| 41-42 | Friendly | 90-91 | Skilled |
| 43-44 | Foul-mouthed | 92-93 | Threatening |
| 45-46 | Funny | 94-95 | Tragic |
| 47 | Greedy | 96-97 | Unpredictable |
| 48-49 | Hooked | 98-99 | Vengeful |
| 50-51 | Interested | 100 | Violent |

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